

UNOFFICIAL GAMESPOT GAME GUIDE

BLACK & WHITE

BY

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Introduction

In Lionhead and Electronic Arts' revolutionary new game, Black & White, you assume the role of a god summoned to a new world by one single prayer. Ultimately, though, it's your decision how to run the new world. Are you compassionate, and do you gain trust and love from your followers from friendly miracles and wondrous acts? Or do you rule the new land with an iron fist, keeping your people terrorized through frightening miracles and deadly acts?

Peter Molyneux's incredible game leaves the choices to you--there's no right or wrong choice! This Black & White GameSpot game guide teaches you the ins and outs of the addictive strategy game and offers the benefits (and consequences) of both paths. Inside this comprehensive game guide, you'll find:

General Strategies: Some general tips for Black & White, including control and interface strategies, one-shot miracle usage, and an explanation of how time works.

Village Management: This detailed section includes tips on constructing and maintaining a flourishing village--or a playground for your evil deeds! You'll find tips on villagers, structures, and desire flags. Keep your village happy or in terror--it's your choice!

Disciples: Tips for using each disciple.

Creatures and Creature Learning: Black & White's creature is arguably the most innovative feature of the game. Here, you'll learn about your creature, rewards and punishment, and teaching your creature to be good or evil. You'll also find a list of creatures to discover within Black & White and how to access them.

Miracles: A rundown of your godly miracles and how to implement them for your people--or against your people!





Belief: This section includes tips on how to gain belief from neutral or enemy villagers, as well as how to impress your own towns--through fear, compassion, and amazement.

Land One Walk-Through: Complete walk-through for land one's gold and silver scrolls.

Land Two Walk-Through: Complete walk-through for land two's gold and silver scrolls.

Land Three Walk-Through: Complete walk-through for land three's gold and silver scrolls.

Land Four Walk-Through: Complete walk-through for land four's gold and silver scrolls, as well as tips on surviving the tough opening and how to gain important influence.

Land Five Walk-Through: Complete walk-through for land five's gold and silver scrolls, as well as strategies for converting the final land's tough villages.



Chapter 1

General Strategies

In this chapter, we have collected an assortment of tips, which don't relate specifically to creatures or villages. We discuss how time works in the game, as well as some tips on using your controls effectively.

Time Passes...

One year in the life of your villagers takes about three minutes of real playing time. As you'll surely have noticed, a night in the game is far shorter than a day. In fact, a night is about three minutes long (thus equivalent to a year of villager life), and a day is about 24 minutes long (thus equivalent to eight years of villager life).

Since a villager's normal life span is between 70 and 80 years, a typical villager who dies of old age will live for about eight game days (or about three and a half real-time hours).

Creatures exist on a different time scale than do villagers, so the creatures age much more slowly.

Control Techniques

The fastest way to move from one part of a map to another (that is, without using bookmarks) is to zoom out as far as necessary and double-click on the map. This is often far preferable to using the move button alone to click and drag along the landscape at the usual height from the landscape.

Using bookmarks is wise. There is no need to bookmark your temple, however, since double-tapping the space bar will immediately bring you there.





There's also no need to bookmark your creature, since tapping the C key will accomplish this.

Some good uses of bookmarks include marking a herd of wild beasts in case you need to quickly feed your creature; the village store in each village you own; and marking important silver scroll areas. For example, you should mark the singing stones spot on the first land so that you can quickly haul any rocks you come across over to that area to deposit them.

You can also observe the behavior of particular villagers by bookmarking them and then holding down the shift key when you activate their bookmark. Watching what villagers do is quite instructive--it lets you peer into the minds of your vassals. If you pick up villagers whose actions you're monitoring, the camera view will automatically follow your hand as you move it around the screen.

Using One-Shot Miracles

One-shot miracle dispensers don't require worship power to replenish. If you remove a miracle bubble from a dispenser, after a matter of time, another bubble will take its place. You may remove a bubble from a dispenser and place it on the ground, which lets another bubble begin forming. That way, you can store any quantity of single-shot miracles you like. You can stockpile especially useful one-shot miracles for future use or as needed (like a food or wood miracle for resources or a winged creature miracle for village conversion and belief).

If you store a collection of miracle bubbles, you can give your creature a crash course on a particular miracle, showing him an uninterrupted series of miracles and minimizing the number of tasks you have to keep in mind.

Certain miracles, such as magic forest and shield spells, will remain in place until you grab the small icon hovering over the miracle and shake your hand to remove the miracle. Another way to accomplish this task (especially useful if you want to quickly take away a bunch of such miracles without the time-consuming process of finding each one and removing it individually) is to



lower your totem to 0 percent, which cancels all worship. The miracles will all fade, and you can then return your totem to the percent it had been set to.



Chapter 2

Village Management

What would be the fun in being a god without worshippers? Worshippers praise you and fear you. However, they're frightfully mortal and they require all the necessities of life that you don't. In this chapter, we take a close look at what keeps villagers--and their villages--running.

Villagers

It probably goes without saying that villagers are the most important (and complex) component of a village. Without them, almost all activity halts. Fortunately, villagers have a great desire to exist and proliferate, which makes it simpler to keep your body of worshippers alive.

Remember that villagers are ultimately your source for prayer power, the power you need to cast miracles, either to impress new towns or terrorize prospective new followers. Without prayer power, your miracles are dry. How you treat your villagers to gain that prayer power is up to you. Do you sacrifice followers at the worship site to increase prayer power or breed peacefully and feed worshippers regularly to maintain prayer power? It's up to you!

Attributes

Each villager possesses a trio of attributes: age, life, and fatigue. (Women may have one extra attribute: pregnancy.) While villagers can't do much about their age, they'll monitor their own life and fatigue. Female villagers are quite interested in becoming mothers--they wait only for your godly permission.



Age

When children are born, they are 1 year old (which makes one wonder if the new millennium actually begins in 2002). For every three minutes of real time that pass, a year passes in the world of Black & White, and villagers who die of old age do so in their 70s or 80s. Thus, the average life span of a villager, in real time, is approximately three or four hours--unless, of course, they're routinely sacrificed or crushed by stones.

Young children (under the age of 16) can't be made into disciples, and the elderly (over the age of 55) are disinclined to work on their own, but both of these age groups really enjoy dancing around artifacts. Put children to good use by placing plenty of stones inside your village for them to dance around. (Read our section on artifacts for further clarification.)

When villagers die (whether from a natural or godly event, which makes their lives drop to 0 percent, or from old age), their skeletons remain on the ground for a few moments. If their village possesses a graveyard, their skeletons will vanish and tombstones will be added to the graveyard. Before the skeletons vanish, however, you can locate them and sacrifice them on your altar (this is the only way you can sacrifice a human on an altar without lowering your alignment toward evil).

Life

Villagers' lives are represented by a percentage and are affected mainly by catastrophic events, not by aging or work (although work does play a small role in loss of life).

Life is returned to villagers through sleep, and this process is accelerated if villagers have homes to sleep in. A pregnant woman's life rises quite quickly, as long as she sleeps. The process of giving birth, on the other hand, takes a small toll on her life percentage.

When villagers' lives drop below 30 percent, they'll begin to have trouble walking. When their lives drop below 10 percent, they'll begin to crawl around and cough. Villagers in this state will soon succumb to death unless they're placed beside their homes. Cast heal miracles on villagers in these states for large belief scores.





When villagers' lives drop to 0 percent, they'll die. Unless a supernatural event causes this to happen, you won't need to worry about such deaths. Death, in a peaceful village, will normally come only when villagers' ages reach into their 70s or 80s.

A dead villager may be picked up (and sacrificed); while the corpse is in your hand, it won't vanish but may be held indefinitely.

Fatigue

When villagers work, they become fatigued. When villagers aren't fatigued at all, their fatigue percentage is 100 percent (if this seems a bit backward to you, it may help to think of the percentage as a strength percentage instead).

When a villager's fatigue becomes too great, he or she will seek out food, which will instantly remove all of the fatigue. Villagers will most often go to the village store and remove a bit of food for themselves, but you may also drop a pile of food on the ground nearby fatigued villagers (and they'll eat it). Villagers won't use the food supply of a neighboring village.

Villagers who are completely fatigued won't die but will be useless for almost any task. If a food supply is readily available, however, you won't need to concern yourself with the fatigue of your villagers.

Pregnancy

A woman may become pregnant if she's a breeder disciple or if she encounters a male breeder who successfully breeds with her. A pregnant woman, if she isn't concerned with another task, will go home to sleep until she gives birth (if she has no home, she'll sleep on the ground outside).

Pregnant women may, if interrupted in their tasks by a breeder, continue about their work, tossing aside their hoes or axes to give birth at the proper time. Their health isn't endangered at all by their continuing to work. If you find a pregnant woman lounging around, waiting to give birth, you can shake her, which resets the disciple, and then puts her to work as a farmer or other disciple.





When a woman gives birth, she lies on the ground and a 1-year old child pops out, fully clothed (talk about a miracle!). A formerly pregnant woman won't immediately breed again unless she's designated a breeder disciple.

Other Behavior

Besides the above attributes that all villagers share, villagers display other characteristic behaviors, which warrant some discussion.

Chilling Out and Nothing to Do

There's an important difference between villagers who are chilling out and those who have nothing to do. The latter are disciples who temporarily lack a purpose--for example, a breeder in a village with full houses or a builder in a village with nothing to repair. Note that disciples with nothing to do won't permanently remain in this state; you'll often see disciples, who have lacked work for a substantial amount of time, turn to some other task that lies outside their assigned discipline.

Villagers who are chilling out are relaxing, but alert, and may jump up at any moment and work on a task that the village requires. Their fatigue level isn't dropping, and they're making themselves available for work.

Not only may villagers who are chilling out be useful for work, but they'll also participate in dancing if an opportunity presents itself in the form of a benevolent creature or an artifact. If your village is quite full of people who are chilling out, leash your creature to the village store or drop a rock into the town to create an artifact.

Dancing

When villagers are impressed with your creature, they'll often pause in their work (or in their chilling out) to worship the creature. This generates just a small amount of belief, but this is often better than the alternative (chilling out). Dancers are almost always either very young or elderly; children will leave the crèche and come dance around artifacts.



A creature that feels kindly toward your villagers may even summon nearby villagers with a hand gesture and lead them just outside the main village square. Once it has assembled them, it'll lead them in a dance. This activity is not only pleasant to see but also generates a small amount of belief.

If you drop a rock in the center of a village, villagers who are chilling out may elect to dance around it (especially at dusk). Such a rock will, given enough time, become an artifact, which you can use to raise belief in your godship at neighboring villages. We discuss artifacts in more detail in another section.

You may find villagers dancing around other objects that you've moved, whether you've rolled a beach ball into the common area or moved a piece of fencing as you made repairs. In general, dancing is a better occupation for villagers than chilling out, as it provides nice belief benefits--so give your relaxing villagers every chance to do so.

Desire Flags

Your alignment (especially in the good direction) is affected by whether your villagers have their desires met. Each desire is indicated by the desire flags, which fly over your village store or at your worship site.

Balancing Desires

Your villagers' desires interact to some degree. If you provide a village with more breeders, for example, you'll find that their desire to expand will increase. If you sacrifice your populace on your altars to keep the population in check, the villagers will desire mercy.

The least time-intensive approach is that of a patient but hard-line parent--note that your villagers have desires and that you can assist them in helping themselves, but don't cater to their whims. Remember that desires are just that: desires, not needs. Having a few desire flags flying isn't a problem unless they're flying consistently high.

When it comes to desire flags, players of evil and good alignments will want to handle them differently. A player of evil alignment won't be disturbed by a high-flying mercy flag but will likely rejoice in it instead. Even an evil alignment



god, however, must have worshippers around to wield power, so he'll need to keep an eye on the desire flags--they'll indicate the relative health of the people.

If you're working for a good alignment, aim to keep your desire flags below the halfway point--but don't feel obligated to lower them to zero. What's better is to keep your villagers at a sort of semipermanent low desire so that they'll occupy themselves with meaningful tasks, such as fishing and farming. Villagers whose desires are always instantly met are likely to become lazy, thus demanding even more of your time. Low desire flags will equal more micromanagement. Keep the villagers working to serve their needs for food and wood, for instance, by assigning farmers and foresters.

An evil god can quickly reduce desire in his populace by slaying some of them. The best method is sacrifice, because sacrificed villagers feed your power supply (which is what you use for casting miracles). Training your creature to eat villagers when it's hungry will free you up for other tasks, although this doesn't add to your power supply. Each of these methods requires some of the populace to be dedicated breeders, especially if you're in the habit of sacrificing the village's children straight from the crèche.

A quick way for an evil god to limit population is to slay some of it simply by hurling several into the sea or casting powerful spells on them so that their life drops to 0 percent. If you simply must drop the population quickly, you can construct a small fenced area with no escape route, drop villagers inside it, and destroy the area with a spell.

A player struggling to achieve a good alignment, on the other hand, has a more difficult task ahead. If the goal is to balance population growth, a good player should use excess villagers as missionaries or traders, as this will get them out of town and doing something useful.

The key to the desire flags is balance--it's fine for your population to have reasonable desires, and it's fine for players of either good or evil alignment to ignore low desires to free up time for other tasks.

When responding to desires, take a gentle approach (unless you have an emergency of some kind). If you want to raise your population to respond to a



desire for children, make just one or two villagers into breeders, not a dozen. If they're crying out for expansion, slay a few or build a house or two.

One exception is when your worshippers need food; you should respond to this desire with a mound of grain dumped beside the altar. The worshippers will feed themselves from it gradually and then beg for more when they run dry. Feeding worshippers also tends to quench their desire for rest. Keep worshippers fed, and they'll continue to worship--and you won't have the good or bad conscience pestering you about any deaths!

Village Structures

Just like us (that is, the actual players, not the gods we represent), villagers need support structures to carry out their daily tasks. They like to sleep in homes, guard their children at the crèche, bury their dead in the graveyard, and so on. In this section, we offer some tips on building a village, which will serve their needs--and therefore yours--well.

General Structure Tips

If a structure is damaged or is in the process of being constructed, you can see how close it is to completion by hovering your hand over the structure. The first piece of information you see is how much wood is required for completing the structure. If you continue to hover for a moment, the information will switch over to a percentage, which indicates the construction's progress.

Clicking the action button over an abode will knock on its roof, triggering symbols to appear above the rooftop of each abode in your village. A similar symbol will appear when you pick up a villager who lives in a particular house: With a villager in your hand, look for a small blue symbol over an abode, which indicates the house where that villager sleeps. You can use this tip to return fatigued villagers directly to their homes, which gets them to sleep more quickly.



Village Workshop

Even if your village doesn't have a workshop, your villagers may take it upon themselves to build new abodes when their expansion desires are high. However, the best way by far to expand your village is to use your workshop to create scaffolds and then use the scaffolds to create buildings.

You can assign villagers to be craftsman disciples, and they'll ferry wood from the nearest source over to the workshop. Alternatively, you can carry the wood yourself from the store to the workshop, depositing as much wood as you like into its supply.

A workshop will create only as many scaffolds as its main area can hold, but you can combine scaffolds to create room for the workers to make more. In this way, you can stockpile up to seven scaffolds without moving them outside the main area of the workshop.

Village Layout

Your villagers don't have the ability to zoom across the landscape like you do, but they must rely on their stubby legs for locomotion. Thus, to increase the efficiency of the village, make their routes as short as you can. Build new fields near your village store, for example, and construct your village's workshop near the village store. This will make your farmers and craftsmen more efficient. Shorten the routes even more with a teleport miracle.

Fences can be moved into any configurations you desire. Grab a section of fence, and rotate your camera view to orient it in the direction that suits you best. If you build small corrals, you can grab nearby herds of animals and drop them inside to keep better track of them.

Note that villagers can't pass through fencing, so don't encircle your fields with fencing without allowing for a gateway in and out; plus, don't put fencing in well-traveled routes.



Pull trees from the edge of your influence and relocate them into the center of your village. Foresters won't chop down these village trees unless you specifically order them to by creating a disciple next to them. Villagers become more content when their villages are so decorated, and fireflies will hide beneath these village trees (as well as rocks) at dawn, depositing single-shot miracles.

Village Store

The village store, where wood and food are stockpiled and desire flags flap in the breeze, is one of the village's permanent structures. Villagers like to have it filled with food because it puts their minds at ease, and you like it filled with wood because it lets you easily repair and build structures.

The fastest way to replenish the wood and food at the store is to use miracles. A one-shot food or wood miracle, or a gesture miracle, can fill the store quite easily, which allows you to forget about it for a while.

To get the most out of your miracles, however, you must go about casting them in precisely this way--activate the miracle and position your hand over the small cylindrical entrance building at the village store. Now, click your action button repeatedly--each click will provide a large amount of food, and a series of clicks will do this many times.

There's no need to click quickly. Just hold the action button down for a moment and release it, repeating this process until the miracle is exhausted. This process, in contrast to a single click of the action button, will provide the store with an abundance of wood or food.

If you plant forests near your village store, you'll reduce the walking distance of your foresters. To plant a forest, pick a sapling or tree from another area by grabbing it and pulling it from the ground and then hover it over a nice, open spot. Click the action button to plant the tree, and a puff of dust will erupt from the roots. If the puff is gray, you haven't chosen a fertile spot; if it's green, you can water it, and saplings will sprout from near its base.



Village Center Drops

A fast way to create new influence (and additional influence) is a new village center. Combine and pick up five scaffolds at the workshop. Move outside your influence. Notice you have a few seconds to drop the scaffold before you aren't able to interact with the environment any longer. Drop the scaffold as far from your influence as possible. As soon as the scaffold unfolds and the village center plans form, you gain influence. Drop some builders here and a supply of wood to get them started.

To keep the new town afloat, you'll need food and shelter for your new minitribe. You'll also need to make sure they breed, or the builders you moved over could die and leave a ghost town, erasing your influence. Get the village up and moving before you ignore it; use healing miracles to increase your belief (and a hunk of food and wood wouldn't hurt either).

You'll use the village drop to gain influence near enemy villages you wish to convert. You can move your creature there, but its antics will go only so far. You need influence there to cast miracles, drop artifacts, and perform other wizardry and tricks to knock off belief and convert the village.

The Worship Site

Manipulation of the worship site is key late in Black & White's single-player game and your skirmish and multiplayer games. You must somehow balance your need for prayer power (required for miracles, both offensive, defensive, and resources) with the pain and hunger that the worshippers suffer. Worshippers perform their duty full time and won't make time to eat or sleep. Feed your worshippers to keep them satisfied (as well as your alignment to the good side). Being fed keeps them somewhat rested too, though it's wise to use a healing spell every now and then to restore fatigue.

If you're evil, the worship site takes on a different meaning--sacrifices! Drop a villager (especially a youngster) into the worship site's altar, and you gain a hefty chunk of prayer power. You can use this instead or in addition to suffering worshippers. Be prepared for a nose-diving alignment straight to evil!



Your population directly affects how many people you can send to the worship site. If your village population is 50, placing the totem at 50 percent sends 25 villagers there. But if you take the time to grow your population--expanding and placing enough houses to hold them all--and reach a large village of 200 or 300, that same 50 percent could mean 100 or 150 villagers. Massive prayer power can prove dominating in village conversion or evil attacks.

Here are the basics: If you wish to remain good, feed your worshippers by dumping food on the altar. Heal them occasionally to cure their fatigue. If you're evil, sacrifice villagers and youngsters (breed a lot for more sacrifices!) and ignore the worshippers' pleas.

Artifacts

If you pick up a rock (and in many cases, other items such as the beach ball, fences, or even poop, though we'll refer to all possible artifacts as rocks) from outside a village and drop it into the common area (where all the chilling out happens) and then leave it there for several game days, the elderly and very young will gather around it from time to time, especially at dusk, and dance around it. As they dance, they infuse it with belief. Eventually, the rock will begin to glow, sending off colored sparks--this indicates that the rock has become an artifact.

An artifact carries with it the belief that it has absorbed from the dancing. If you use an artifact properly, the absorbed belief will exude from it, like a sponge that is wrung out. The best place to use artifacts is in neighboring villages, which don't believe in your godship yet. Toss your artifacts over crowds of unconverted villagers or plop them into their village squares.

The belief that has soaked into artifacts will be used up during these actions--it isn't unlimited. The longer you let an artifact be danced around, the more belief it'll soak up. If you let a glowing artifact be the focus of dancing for quite a long time, your own godly symbol will appear over the artifact. This doesn't create a permanent artifact; it simply indicates that the artifact is very powerful. If you use such an artifact in a neighboring village, you'll see the symbol disappear as its belief seeps out.



Chapter 3

Disciples

Certain tasks lend themselves to devoted practitioners, and this is where disciples come in handy. By lifting up villagers and placing them next to a particular object, you can create disciples. When you do so, look for a small yellow icon to appear--this will indicate the kind of disciples you'll create.

It's important to note that villagers who are not assigned to a discipline will still perform the work of farming, woodcutting, building, and other tasks. You're not forced to assign disciples to get the daily work of the village done.

Breeders

Breeder disciples generate children in the usual way. As long as there are spots open in the village's abodes, a breeder will attract mates and give them a big hug (this is how babies are made in Britain).

Breeding isn't always successful, and the age of the participants has some impact. While you'll occasionally see a 70-year-old male impregnate an 80-year-old female, this is a bit uncommon. Thus, if it's a quick population boost you're seeking, choose males and females of typical breeding age (in their 20s and 30s). These villagers have a fairly high success rate.

A pregnant female will carry a baby for nine months (about two minutes of real time) and then drop to the ground and give birth to a 1-year-old child. Understandably, female breeders can't breed while pregnant but will return to this task as soon as they've given birth (so long as there's available housing).

A male breeder won't be ashamed to breed with as many females as housing allows, which means that a single male breeder will raise the population much more quickly than a single female breeder. It's often enough to have a single male breeder in a village to replace the dying elderly.



Female breeders tend to lie down for the duration of their pregnancies, whether in their homes or in the middle of the village. If this isn't acceptable to you, you can pick up the pregnant woman and shake her, releasing her from her discipleship. This doesn't interrupt the pregnancy, and you can then assign her to another task or let her choose her own. When she's ready to give birth, she'll toss aside the fishing pole and do it.

If a village has no breeders, the population will gradually grow older and die out. While it's possible to coax the elderly into giving birth, their success is quite limited. Thus, it's wise to have at least one female villager assigned to the task of providing the village with children (or a male who impregnates the lot).

Farmers

You might think that the task of providing a village with food is equally important as providing it with babies, but this isn't the case. Cranking out babies is beyond your capabilities as a god, but filling the village store with grain, fish, and meat isn't. Your food miracles can accomplish this task with relative ease. (See our chapter on miracles for some important tips.)

You can, in fact, perform the entire task of farming by yourself, although this would be drudgery. Your villagers will take it upon themselves to farm their fields and bring the harvest in to the store, but it's wise to assign a few of them to this task full time so that the populace doesn't grow to depend on your miracles for keeping a steady supply of food in the store.

Use the water miracle to assist in farm growth. Better yet, teach your creature to do it for you. Also, creature poop can facilitate growth. Teach him to go to the bathroom on the fields instead of the crèche, for instance.

Foresters

Disciples of forestry will spend their hours chopping down wood from outside the village boundary. They'll cart their prizes to the village store and deposit



them for the village's use. While your wood miracle adds far more wood to the village store than a single villager can in a day, it's wise to give a few of your villagers this task, if only to keep them occupied.

Fisherman

The sea surrounding each land provides fish to your villagers. Fish are visible along the shoreline and may even exist in spots where fish aren't visible. While you can certainly scoop up fish and drop the supply into your village store, it's wise to ask a few villagers to perform this task, as it keeps them from becoming dependent and lazy.

Builders

Drop a rock onto an abode, and you'll see several villagers stop their chilling and pick up tools to repair the damage. This is one discipline best saved for important building projects, which you would like completed as quickly as possible.

You can't directly build a structure but can only indicate where you would like one to be built; however, you can assist your builders quite nicely by depositing a pile of wood next to the building site, reducing the amount of time they spend walking back and forth to the store. Don't worry about depositing too much wood, as any excess will be picked up by foresters and resupplied into the village store.

If there are no repairs or building projects, a builder disciple will sit for a time in the village square with the status of "nothing to do." This isn't a permanent state of affairs, even if you don't shake him to release him from his discipleship. A builder disciple with nothing to do will soon turn to other matters, such as farming and fishing, if left alone for a while. This releases you from the burden of keeping close tabs on such disciples.

Builders are essential to using village center drops (explained earlier in this section), which are used to gain new influence elsewhere on the map. Drop



down a few villagers after the village center to speed construction. Supply them with wood so that they don't have to search.

Craftsmen

If you drop villagers beside your village workshop, they'll become craftsmen. These villagers occupy themselves with providing the workshop with wood from the nearest supply (usually the village store). They'll stop working if all available spots in the workshop's main area are occupied with scaffolds. The amount of wood taken is low, but it helps release the burden from you. If you aren't pressed for scaffolds but would like to keep the workshop in operation, craftsmen are handy disciples.

Missionaries and Traders

If you're attempting to increase the belief that a neighboring village has in you, missionaries and traders can be of use, occupying themselves with tasks outside their homelands. To create them, pick up a villager and drop him or her in the appropriate spot in a neighboring village (look at the small yellow icon for help in this task).

A missionary can be used to take over a town with no belief. If you're an evil sort, terminate all the villagers in a neutral or enemy town (it's tough--you must get them all)--then the village becomes a ghost town with no belief. Drop in a missionary to convert the town to your cause. The problem is that there's only one resident, so fill the town with breed-ready villagers to populate the town.

Other

If there's a herd of animals near the village--for example, horses, pigs, or cattle--a villager may grab a shepherd's crook and go tend to them. There's no way to force a villager to become a disciple in this way. A shepherd will cull an animal from a herd and bring it to the village store.

Dancing villagers can raise your village's belief supply and imbue artifacts with belief, but you can't request a villager to do this task either. All you can do is



provide the village with rocks for artifacts and give them access to your creature if you want to create dancers.



Chapter 4

Creatures and Creature Learning

Your creature brings the game to life, but a creature requires your guidance to bring its character to life. Depending on how you train and react to your creature, you'll find yourself the owner of a helpful partner or a blundering fool--and we assume you'd prefer the former. In this section, we provide some guidance for anyone who is having difficulty attaining that goal.

You can teach your creature all kinds of behaviors, from simple tasks like tossing trees into the village store to complex ones like planting and watering a forest. Watch what your creature does as it ambles about. When it points to its mouth, it's hungry or thirsty; when it yawns and stretches, it's tired; when it points at something, it's learning. Base your rewards and punishments on these observed behaviors.

Creature List

Below are the creatures to discover within Black and White. Some creatures are available at the beginning of the games, others can be unlocked by downloading a small file (available at Gamespot), and others are offered as rewards for solving quests.

Ape

The ape is available at the start of a new game; it's one of three different creatures to make as your first selection. The ape's strengths are intelligence and reaction time.

Brown Bear

You'll find the brown bear on land five. Unlock the bear by solving the silver scroll quest titled "Swap to Brown Bear". In the quest you must rid the town of





its awful smell by removing all the bear poo from the nearby forest. As a reward, you can switch your current creature to the brown bear.

Cow

The cow is available at the start of a new game; it's one of three different creatures to make as your first selection. The cow features above average intelligence...and, well, fatness with below average strength and reaction time.

Gorilla

Available for download at Gamespot, just execute the file and the creature becomes available to you at a creature breeder.

You'll find the file at this page:

<http://gamespot.com/gamespot/filters/products/downloads/0,11095,914356,00.html>

Horse

Available for download at Gamespot, just execute the file and the creature becomes available to you at a creature breeder (check the creature breeder on land one).

You'll find the file at this page:

<http://gamespot.com/gamespot/filters/products/downloads/0,11095,914356,00.html>

Leopard

Available for download at Gamespot, just execute the file and the creature becomes available to you at a creature breeder (check the creature breeder on land one).

You'll find the file at this page:

<http://gamespot.com/gamespot/filters/products/downloads/0,11095,914356,00.html>

Lion

Complete the Stanley the Wolf silver scroll quest on land five to unlock the lion creature.





Mandrill

Available for download at Gamespot, just execute the file and the creature becomes available to you at a creature breeder (check the creature breeder on the land one).

You'll find the file at this page:

<http://gamespot.com/gamespot/filters/products/downloads/0,11095,914356,00.html>

Polar Bear

Obtaining the Polar Bear requires a two-part quest. First, you must successfully complete the Explorers quest on land one. Provide wood, grain, and meat for the explorers so they sail away. When you reach land five, you will meet the explorers again. Click on the silver scroll to receive your reward: the Polar Bear creature has been unlocked.

Sheep

Complete the Lost Flock silver scroll quest on land one...with a twist. You must return all sheep to the farmer. After you return five, you're rewarded with some food. You must continue to search for all the others (sheep locations are within the land one walk-through of this game guide) and return all sheep to unlock the Sheep creature.

Tiger

The tiger is available at the start of a new game; it's one of three different creatures to make as your first selection. The tiger boasts excellent strength but lacks intelligence.

Tortoise

Complete the Fish Puzzle silver scroll quest on land four to unlock the Tortoise creature.

Wolf

You'll find the Wolf creature at the end of the Treacherous Path quest on land four. In the retail version of Black & White, the quest can't be completed in a successful fashion (though the correct solution can be found within the land





four walk-through of this game guide). After a patch, follow the solution and be rewarded with the Wolf creature.

Zebra

Complete the Riddles quest on land two to unlock the Zebra creature.

Touching

Your interaction with your creature, at its most basic level, is the touch of your hand. By hovering your hand over your creature and holding down the action button, you can zoom in and reward or punish it as you see fit. Rewards and punishments should be doled out in much the same way as parents do with their children--unless, of course, you're intent on raising an evil creature!

Rewards and punishments should also be administered immediately, or else you may teach your creature the wrong thing. The moment you see your creature do something you approve of or want to discourage, zoom in and give him some love (or pain).

Rewarding Your Creature

Whenever you spot your creature doing something, which you want to encourage, reward it by stroking it until the "good boy" percentage rises above 0 percent. You can reward up to 100 percent, but you should take advantage of the available range of rewards.

That is, if your creature does something you absolutely want to encourage (for example, for casting a water spell on your fields--or, if you are so inclined, for eating a villager!), reward it to the full amount. On the other hand, if your creature does something you're sort of happy about (for example, tossing an animal into the village store or patting a villager on the head), reward him a little bit.

Your creature will tend to do those things for which it was rewarded fully, in lieu of those things that it was rewarded partially; this lets you prioritize, to



some degree, what actions your creatures will take on your behalf. If you always reward up to 100 percent, your creature won't be very discriminating.

Make sure you don't reward your creature too early--especially when it's holding an object. A creature praised while holding an object is very likely to eat that object. If you're interested in teaching your creature to plant a shrub, for example, you should wait until it plants the shrub before you administer any praise. If you praise as soon as the creature pulls up the shrub, the shrub will most likely become a snack.

Of course, this leads naturally to the next point: If you want your creature to eat a certain kind of food, you should offer that food to your creature and immediately pat its stomach (just 10 percent praise will suffice). Then after the creature downs the food, praise it again (to the degree which you would like your creature to seek out this kind of food).

Punishing Your Creature

In general, you'll use punishments when you want to stop a creature's behavior, even if you're working for an evil alignment. Don't try to create an evil creature by randomly punishing it--you'll just end up with a confused creature. Instead, whenever you see your creature doing something that's clearly evil (like eating a villager or casting lightning on the crèche), reward it.

You can greatly shape your creature's character by punishing it at opportune times. If your creature yawns when its tiredness isn't great, give it a brief slap to convince it not to be so lazy. If your creature points to its mouth when it isn't very hungry or if it eats food when it's far from being needy, punish it. A creature that isn't lazy and doesn't eat up your available food supply is a more helpful creature.

There are other ways to condition your creature--for example, keep it occupied when it's not very hungry or tired so that it learns to eat and sleep only when it truly needs it. But use punishments when you must discourage behavior that you can't tolerate.



As with rewards, use the full range of punishment percentages to your advantage. When your creature does something reprehensible, like snacking on kids, go all the way to 100 percent; but if your creature does something slightly annoying, like pooping on kids, just give it a few gentle slaps.

Leashes

The three leashes you have to work with will also help you shape your creature's behavior and personality. Until your creature is quite well trained, use your leashes almost constantly. There's no penalty for leashing your creature.

Note that unless you grab an attached leash and shorten it manually, your creature can and will wander quite some ways from where the leash is attached--for example, a creature leashed to a village store may be found journeying to a faraway beach to eat fish when hungry. A creature that's leashed, however, will generally stay closer to the point where the leash is attached than will an unleashed creature.

Be warned that your creature may wander outside your influence if you leave it off the leash. In fact, it may volunteer itself to completely convert a neighboring village on its own.

Learning Leash

The learning leash has quite a different function than the other two. Whenever you want your creature to mimic your actions, put the creature on the learning leash and direct its attention to you. This last point is very important: Your creature won't learn very well if it's wandering off at some other task in the meantime.

To get your creature's attention, snap your fingers by clicking the action button on the bare ground near the task you're occupied with. For example, if you want your creature to learn to cast the food miracle spell, put your creature on the learning leash and then snap your fingers near the spell and wait for it to come over and watch your hand. Now activate the spell and cast it. Your creature, if it's indeed learning from you, should be focused on your every move.





When your creature is feeling curious (according to the creature tips text), you'll have the easiest time teaching your creature new tricks. Bookmarks will help you quickly access spells that you want your creature to learn during these special times.

The learning leash is good for times when you want to move your creature to a specific location--usually the temple so that it can rest there. If you snap your fingers on the ground, the creature will go to that location. Plus, it's safe to shake your hand (thus removing the leash from the creature) and go elsewhere; the creature will continue to the desired spot, even though the leash is off.

Leash of Compassion

If you desire a creature that will be generous and kind to your villagers, keep it on the leash of compassion until it's well trained (unless you're trying to teach it something). The more it's on this kind of leash, the greater will its long-term desire be for benefiting your populace.

Until your creature is naturally generous, keep it attached to your village store with the leash of compassion. The creature will spend its time responding to your village's needs, including casting wood and food spells into the village store.

If you attach your creature with the leash of compassion to your own village store and village center for long periods of time (especially if it knows a lot of helpful miracles, such as food, wood, water, and heal), your creature's alignment should skyrocket on the good side.

Leash of Aggression

If you desire a creature that will help you rule through fear and respect, keep it on the leash of aggression until it's well trained. The more it's on this kind of leash, the greater its long-term desire will be for bringing pain on your people.

When your creature is holding an item that you want it to throw, put it on the leash of aggression and click your action button on the ground. The creature will usually throw the item it's holding at that spot on the ground. Kicking is



also an aggressive act, which is more frequent when you use the leash of aggression.

Much like the leash of compassion, attaching your creature to your village structures with the leash of aggression for long periods of time can turn your creature to the dark side.

Attributes

When you use the action button to zoom in on your creature or when you use the temple to view your creature's statistics, the attributes of your creature are described in some detail for you.

These attributes, such as greed, fatness, strength, hunger, and generosity, come in two varieties--those that you can alter through training and those that are inherent to your creature. Most attributes can be changed if you train your creature to act how you'd like it to act.

While it's possible to whip a cow, for example, into zero-body-fat shape, it's not possible to change its basic character. Cows are greedy and not terribly smart. That's not to say, however, that your lean, mean cow machine will immediately return to his typical bovine weight if you take your eye off him for a moment. With proper training, even a cow can be convinced to eat right and exercise on a permanent basis.

A fat creature will need to eat more often and will become more quickly fatigued--and these characteristics have no advantages in this game. Thus, it's wise to teach your creature, no matter what its basic personality is, to eat only when it's quite hungry. In the same manner, it's wise to teach your creature to sleep only when it's quite fatigued. A creature that is taught well will spend more time benefiting your cause and less looking after its own desires.

Sometimes an overzealous creature will go to the other extreme, denying its own needs to the point where it collapses from 100 percent hunger or fatigue. If you want to force your creature to rest, you can attach it with the leash of learning to an object that it can't interact with, like a rock that is too heavy for it



to lift or a miracle dispenser pedestal. Your creature will relax for a while; then you can reattach the leash elsewhere.

If your creature is attached to the village store (or some other village building) with the leash of compassion or aggression and you'd like it to rest, you can often simply switch to the leash of learning (by using the keyboard shortcuts, which let you quickly switch among the leashes), and your creature will rest.

Note that if you send your creature to your temple during the nighttime, it will almost always sleep there even if it's 0 percent tired. It will also tend to sleep outside on the ground during the night if it isn't sent back to the temple.

Miracles and Whatnot

Although you may find single-shot miracle bubbles in the first land, you won't be able to teach your creature how to cast spells until it interacts with the giant, friendly creature that's pacing along the valley in the middle of the map. Thus, store your miracle bubbles somewhere and use them up after its giant friend has tutored your creature in the subject.

When you want to teach your creature how to cast a miracle, put the creature on the learning leash and click on the ground to direct its attention to what you're doing. When you cast the miracle, watch for the creature to point at the ground and watch for a percentage to appear above the creature's head. You'll have to show each miracle to a creature repeatedly for the creature's percentage to reach 100.

The first two lands in the game offer ample opportunity for training your creature, and you should linger in those lands until your creature has learned every available spell to 100 percent. You can also play skirmish games to train your creature, and whatever it learns to do in those games will be transferred to your single-player campaign.

You can teach your creature to be generous, and it'll do things that you never taught it to do, such as lead villagers in dances and carry fatigued villagers to their private homes. A creature will also create disciples if it has seen you do the same and will learn from it.





Your creature can be taught to play catch if you toss small enough items in its direction. To check if an item is small enough, try to hand it to the creature. If the creature can take the item, it can catch the item. If you throw an item that's too large at your creature, you'll only damage the poor thing.



Chapter 5

Miracles

Miracles are your life force in Black & White. You use miracles to supply your village with wood and food resources as well as increase their happiness and belief through healing, a glorious fireball, or a wondrous winged creatures appearance. You'll also employ miracles to convert other villages. Nothing says "wow" like a fireball extreme flying over at night!

This section covers Black & White's miracles and required prayer power and provides tips for use. Remember, though, that all miracles aren't available in each level. Also, the tips below apply to any one-shot miracles you discover.

Food (7,000)

Cast the food miracle repeatedly to stock your village store with delicious grain. Click the action button repeatedly to increase the amount of food with each cast. Holding down the action button nets just a fraction of what repeated clicking will reward you with. Food is also an excellent miracle to use when converting another village. Spot a shortage in the village store and cast food for lots of belief. Better yet, steal the villagers' food and get them hungry--then cast food when they really need it! The Norse wonder improves the food miracle; the Japanese wonder decreases the appetite of your followers, which means you won't need the food miracle as frequently.

Wood (7,000)

Wood mirrors food--use it as much as possible. You'll consume enormous amounts of wood, especially if you're expanding your influence with houses, civic buildings, and wonders. As you would with the food spell, click the action button repeatedly to increase the amount of wood with each cast. Holding





down the action button nets just a fraction of what repeated clicking will reward you with. Use wood to keep your village happy; nothing says "I believe in you" like a hearty supply of new wood. Don't hesitate to put upward of 200,000 in your village store--it's that important! It also works well in enemy village conversion. If the village is low on wood, drop in a miracle for instant belief. Steal the villagers' wood first and force the shortage. The Celtic and Norse wonder increase the potency of wood miracles.

Heal (6,000)

Your villagers always appreciate healing. Seek out sick villagers (look for coughing) for extra belief. Heal your villagers every so often to increase belief, which in turn increases influence. Teach your creature the heal miracle early so that it'll perform the same function inside your village or when trying to convert another village. Speaking of conversion, heal works well especially when saved for a massive audience. Also, look for the sick when you're trying to impress another village. The Japanese wonder increases the power of all healing miracles.

Water (5,000)

Cast the water miracle to irrigate fields and trees. You'll also need the water miracle to put out fires--then again, maybe you'll want to start fires and then put them out with the water miracle. You can use this technique for added belief, both in your own village and others. As you would with the wood and food miracles, click the action button repeatedly for extended rain. Stockpile water one-shots (after building a miracle dispenser) to offset fire disasters.

Fireball (3,500)

The multipurpose fireball can be used for attack or for belief purposes. Hurl fireballs at the enemy's creature to ignite him and cause damage. Teach your creature the fireball spell so that it'll do the same. Hurl fireballs over your own village and others to affect belief. Throw a fireball at night for a dazzling display. Toss the fireball as close as possible to the villagers and village to affect the most belief. But try not to set the village on fire--unless you're evil, of



course! The Aztec wonder increases the power of the fireball miracle. You'll also find two variants of the fireball miracle: fireball increase and fireball extreme. Use them to further enhance or influence belief.

Lightning (5,000)

As with fireball, use lightning for offense and belief purposes. When used as belief, realize the damage you're going to cause. Lightning has a tendency to terrorize villagers and even set them and their structures on fire. Follow up the lightning assault with a water miracle to put out any fires. The Indian wonder increases the power of the lightning miracle, which you'll also find in two more variants: increase and extreme.

Storm (8,000)

Cast storm (form a circle around the affected land) to create rain, lightning, or even a tornado. Storm can also generate some belief; it's quite impressive to see a storm appear out of nowhere!

Physical Shield (7,000)

Protect your village from attack (even from fireballs or meteors) with the physical shield. Prayer power can keep the physical shield active, though bombardment from rocks and fireballs will eventually take it down. It's also impressive to protect a neutral or enemy village by using the physical shield--this does generate belief. The Tibetan wonder increases the power of shield miracles.

Spiritual Shield (7,000)

Sick of the enemy's creature invading your village? Or tired of it casting food miracles inside your village store to sway your followers? Erect a spiritual shield to keep out supernatural activity. The Tibetan wonder increases the power of shield miracles.



Forest (13,000)

Need wood in a pinch? Cast the forest miracle, though the new batch of trees must be kept intact through prayer power. Water your new trees to increase wood output and then uproot them and place them in the village store. You'll receive much more wood from repeated use of the wood miracle; but if forest is your only option, use it! Casting forest can also increase or sway belief. The Celtic wonder increases the potency of the forest miracle.

Winged Creatures (12,000)

This is one of the most impressive miracles in the game when you're attempting to sway belief. The winged creatures miracle requires a significant amount of prayer power (and any dispensers take a long time to recharge), but the results are worth the effort, with the ability to sway more than 100 belief from each cast. Use the dispensers on land two and five and stockpile the spell to use for belief. Teach your creature how to use the spell. The Egyptian wonder increases the power of the winged creatures miracle.

Pack of Wolves (14,000)

Sort of the antithesis of the winged creatures spell, the pack of wolves miracle can be impressive in terms of belief, but it can also kill off a number of villagers. This is a perfect combination for evil players. The Greek wonder increases the power of the pack of wolves miracle, as does the Tibetan wonder.

Teleport (5,000)

Place teleports to speed up villager movement (like foresters to a long-range forest) or even to teleport your creature beyond a dangerous area. For instance, if an enemy creature is giving you trouble in a certain area, use the teleport miracle to bypass this area directly to your intended destination. The Egyptian wonder decreases the prayer power cost of the teleport miracle.





Megablast (16,000)

The quickest way to devastate a particular building: megablast! This destruction spell is best used for offensive purposes but can even be used to facilitate belief. For instance, just launch a megablast in the center of a village. Make sure there are a lot of observers, and you'll sway belief. Or use the megablast to devastate a structure and then feed the village wood for repairs. Evil players might want to annihilate a crèche or a few homes with the megablast. The Aztec wonder increases the power of the megablast miracle.



Chapter 6

Belief

The ability to affect belief is one of the fundamental gameplay concerns in Black & White. You must overturn belief to convert a village to your side. Also, you must enhance your own village's belief to ensure loyalty. There are dozens (maybe hundreds) of ways to affect belief. If you experiment, you may uncover some that no one has ever found. This section reveals some tips on overturning enemy belief and enhancing your own followers.

Overturning Enemy (or Neutral) Belief

Success in the last three lands of Black & White hinges on your ability to convert other villages to your belief system. There are dozens, even hundreds, of ways to accomplish this task. You'll find some of them listed here. Remember, though, that villagers get bored fast, so you'll need to change your tactics around to continue to gain high belief. Also, make sure there are lots of eyes for your miracles or supernatural events.

Make sure you mix these up. Trying the same thing over and over will gain less belief. You can come back to them later and gain high belief, but try to not perform the same act over and over. For instance, the villagers grow bored of your creature after a short amount of time. Pull it away for a while and bring it back, and the villagers may be impressed all over again.

- Create artifacts. Place rocks inside your village, and the villagers will dance around them and eventually turn the rock into an artifact. Wait to grab them once your symbol appears above them. Drop the artifact in an enemy village.



- Toss an artifact over a village multiple times. Heat the rock and toss it over.
- Supply the village store with its desire (if it's empty, supply it with food and wood). Steal the food and then replace it moments later. Do the same with the wood.
- Pick up and toss a villager around.
- Shoot a fireball over the village. Do it at night. Use a fireball increase and then an extreme. Zoom the fireball as close as possible overhead for maximum impressive potential.
- Throw trees over a village. Try flaming trees. Use a bush.
- Cast the water miracle and water the fields, villagers, or put out fires. Light the fires first and then put them out.
- Try some healing spells. If you're evil, use heal just before you burn their village down--or after you've set them on fire with a fireball.
- Your creature can be adept at converting villages. Lead it into town for instant belief. Parade it around a bit for some belief residue. Attach it to the village store with the compassion leash, and it'll add food and wood, creating belief. Attach it to the village center with the compassion leash and it may do tricks, heal the townspeople, or lead them in dance. Make sure it's equipped with food, wood, water, and healing miracles at a minimum. Enhance it with winged creatures for even more effect.
- Destroy some buildings and then supply the wood to repair them.
- Winged creature miracles work really nice, scoring almost 100 each time. Teach your creature to do them by using the dispensers on land two and land five. As with most belief practices, make sure there are a lot of observers.
- Use the food or wood miracles to deposit either resource in the village store. Keep clicking the action button for more wood and more food. Then remove what you just donated and make the villagers think they're still starving or need wood.
- Erect a shield miracle or summon a storm.
- Blast the lightning bolt miracle to terrorize the villagers. Set out the resulting fires with the water miracle.
- A megablast in the center of town can prove effective in creating awe--or terror.



- Steal the villagers' wood and then use a fireball or megablast to level an important structure (like a wonder); then supply a huge chunk of wood when they need it the most. Repeat as necessary.
- Enlarge your creature with the enlarge creature spell (makes sense, doesn't it?) and parade it into a town. Teach it to use the spell!
- On land three, hurl the invincible man around a town.
- Summon a forest with the forest miracle and then use the wood to supply the village store.
- Zoom in close and search for sick villagers (coughing or gagging) and heal them for nice belief.
- Donate some gifts to them. How about some scaffolds?
- Set fire to the crèche, otherwise known as kid central. Not the nicest way of going about things, but effective. Douse the fire with a water miracle to put out the flames and then toss a rock overhead to show them you still care.
- As in many of these examples, fear followed by impression scores many belief points.
- There are many, many other inventive ways. Experiment!

Enhancing Friendly Belief

Black & White isn't only about convincing neutral or enemy villages of your belief system--it's also about maintaining your own villages. If you neglect your villagers' belief, they may be ripe pickings for an enemy god or may simply decide to follow someone else. Here are some suggestions on enhancing your villagers' belief:

- Heal your villagers! Friendly gods keeps their villagers healthy.
- Meet their resource needs. Supply the village store with food or wood.
- Keep the creature in town and use the compassion leash to attach it to the village store or village center and let it work its magic. Teach the creature how to supply the village store with the food and wood miracles (or to collect food and wood resources from the land) as well as heal the villagers.
- Heal the sickest villagers.



- Pay attention to the desire flags and their verbal requests. Need expansion? Supply houses. Want children? Add a couple of breeders.
- Your village will also respond to supernatural things, such as fireballs and tossing rocks. Hurl a fireball right over the village. If you're a mean god, start burning things.
- Water the fields with the water miracle. Put out fires as well (if you're evil, just let them burn for a little while).
- Enlarge your creature with the enlarge creature miracle and walk it around your village.
- These are just some examples. It's important to expand your belief as it, in turn, expands your influence. Plus, it makes you less vulnerable to conversion by an enemy god.



Chapter 7

Land One Walk-Through

Consider land one as the extended training grounds. Many of the quests serve to enhance your expertise in movement, interface, creature training, miracles, and tossing rocks. Complete as many silver scrolls as possible to gain as much knowledge as possible of the game as well as important miracle dispensers, such as water, food, heal, and heal increase.

By the end of land one, you should have taught your creature how to cast water, food, heal, and heal increase miracles. All will come in handy during land two and beyond. Depending on your game style, your creature should also know how to treat villagers appropriately (do you want it to eat them or treat them nicely?). Your creature should eat when it reaches a certain hunger level and return to the pen to sleep. Finally, teach your creature the basics of using the village store (gathering wood and food). You'll find teaching your creature these tasks pays dividends later during village conversion.

Gold Story Scroll #1: Choose Your Creature

Take the time to grow accustomed to Black & White's control scheme or create your own by using the options menu and adjusting the control configuration. You can explore the island and watch the villagers work before you click on the first gold story scroll. You won't have access to many of the silver scrolls until you complete at least this first gold story quest and choose your creature.

Click on the gold story scroll above the giant village gates to meet Sable, the trainer of creatures. Before she ushers you to the creatures, you must return three gate stones to the pedestal positioned just in front of the gates. She points the direction to the first gate stone. Move your view over to the game's





start position and pick up the first gate stone. Haul the stone over to the pedestal and sit it down. She then describes the next tasks.

Gold Story Scroll #2: The Lost Brother

The lost brother follows the start of the Choose Your Creature quest. Sable points the way to the gold story scroll at the farm. Click on the scroll and hear a woman's plea that her brother is sick and lost in the woods. If you return her brother, she'll give you the gate stone she's been keeping.

There are several ways to complete the quest. If you're a merciful god, simply locate the brother in the woods beyond the valley pass. Pick up the brother and deposit him at his sister's farm. She thanks you and rewards you with the second gate stone. If your wish is to side with darkness, just kill the brother (throw him into the water, smash him, etc.) and return to his sister and bear the bad news of his demise. Or ignore the brother (or kill him) and smash his sister's farm and take the gate stone.

Either way, grab the second gate stone and haul it over to the pedestal. Place the second gate stone on top of the first to receive the final step of the gate stone quest.

Gold Story Scroll #3: The Sculptor

Sable points the way to the final gate stone puzzle. Click on the gold story scroll by the sculptor's home. The village sculptor reveals that if you bring him one of the special rocks that can be molded into a gate stone, he'll sculpt one for you. You'll find the rock in the "old hermit's quarry." Seek out this small hut near the coast near your village. Grab the rock and deposit it in front of the sculptor's shop. He'll start his work and request that you return later.

Just hang around the sculptor for a bit, and he'll finish his task. Pick up the third gate stone and move it over to the pedestal. Drop the third gate stone on top of the others, and Sable opens the gates and ushers you toward your creature selection.





At this point, you have a choice of three creatures--you'll be able to switch during land one (by unlocking creatures with a download or solving the lost sheep quest to its fullest extent) and be able to gain other potential switches during the course of the game.

Here are the three creatures you can select:

The cow: Implied as the creature for good players (though you can be an evil cow!), the cow boasts above-average intelligence and decent walking and running speed. The cow's weakness is combat and physical fitness--the cow is fat! You can trim the cow with some exercise (rock carrying, throwing) and increase its strength, though expect to spend much more time building muscle with the cow than with the more aggressive tiger.

The ape: The smartest starting creature, the ape can pick up new tasks quickly and is a wise choice for players looking to instruct their creature as much as possible in land one. The ape also suffers from a weight problem (though not as bad as the cow) and weak strength. Be ready to train the ape and get it in shape!

The tiger: Implied as the creature for evil players (though you can be a good tiger!), the tiger possesses one of the worst intelligence ratings in the game--get ready for a lot of repeated instruction. What the tiger lacks in intelligence, it makes up for in strength, running and walking speed, and reaction time.

Gold Story Scroll #4: The Creature's Learning Part 1

The next gold story scroll section covers the basics of teaching your creature. Sable first instructs you how to feed your creature and then punish it when it misbehaves. You'll receive instruction on the leashes, including the important leash of learning, which will be used to instruct your creature on a number of tasks, including how not to eat villagers, how to exercise, what to eat, where not to go to the bathroom, how to cast miracles, and much more.





You'll also receive instruction on the leash of compassion and aggression. The leash of compassion turns your creature good no matter its alignment. If you attach the leash of compassion to the village store, for instance, your creature will do nice things, such as supply the village with food or wood. Likewise, the leash of aggression gets your creature's blood boiling, even if it's the nicest creature in the known universe.

Gold Story Scroll #5: The Creature's Learning Part 2

The next part of the Creature's Learning quest begins once you click on the gold story scroll behind your temple--it's located at the entrance to a valley that leads to a very large, pacing creature. Click this scroll and hear about the giant creature roaming in the valley. The creature's model depends on your initial choice--you'll face a sheep if you chose the cow, a lion if you chose the tiger, and a bear if you chose the ape.

The creature guide requests your creature's presence. Use a leash and guide your creature to the large creature, known as the creature guide. He'll teach you the art of creature combat. Take on the creature guide inside the arena and practice attacking, queuing up attacks, and defending against the creature guide's blows. You should also attempt to gesture your creature's special move (the star icon in the lower-right corner of the screen).

Gold Story Scroll #6: The Creature's Learning Part 3

After a short break, click on the gold story scroll near the creature guide and follow him over to the Aztec village. The creature guide teaches you the significance of belief, how to change belief, and how to perform miracles. You must complete this quest before your creature will effectively learn how to cast one-shot miracles from the dispensers (which you'll receive during the silver reward quests).



When you use the food one-shot miracles on the Aztec village, teach your creature in the process. Continue to impress the Aztec village with miracles or by adding food and wood to its stores (or a variety of other belief-changing techniques) until fireworks erupt, signaling that the Aztec village inhabitants have begun to believe in you. You're now in control of this village, and your influence adjusts accordingly.

Gold Story Scroll #7: The Creature's Learning Part 4

After completing the instructions on belief, don't activate the next gold story scroll, which triggers instructions on the creed as well as introduces the Nemesis as Black & White's supreme evil one. Use your leash to lure your creature to the creature guide to receive the information. Follow the guide to the mountaintop, and the Nemesis will arrive. When instructed, run from the guide to avoid the Nemesis' attack. Your creature will be injured; use a heal one-shot miracle to mend the wounds.

The arrival of the Nemesis signals the end of land one. A vortex opens just off the shoreline near your village while a lightning storm destroys most of your village structures. A gold story scroll appears over the vortex--don't use this scroll until you're ready to transport to land two.

Silver Reward Scroll #1: Throwing Stones

Throwing stones is the first silver scroll you'll discover, and it's positioned just behind your temple. It's a simple challenge, though an important one, and it'll help you get used to Black & White's physics engine. Don't think tossing a rock at a pillar is a simple task--you'll find the test quite challenging.

Pick up one of the rocks, move your mouse back, and then move it forward with the action button pressed; release the button as you move the mouse forward. Practice different speeds and distances to watch how the rock reacts once it leaves your godly hand. Tossing a low arc "bullet" throw will have the





best results. Keep practicing until you knock over the pillar. You'll receive a toy ball as a reward for knocking down the rock. You can continue to practice if you want (and get some one-shot miracles) or even play an evildoer and aim for the house on the right instead of the pillar.

Silver Reward Scroll #2: The Explorers

Check the beach for a silver reward scroll over a wooden boat in progress. You hear a little tune from the explorers sitting nearby. It turns out that the explorers built this great big boat but forgot that it needed a lot of a certain ingredient--a heck of a lot of wood. Move over to your village's store and grab a handful of wood--you'll need at least 1,500 to 2,000--and return to the explorers. Drop the chunk of wood next to the explorers and boat to begin the second part of the quest.

It turns out that wood wasn't enough, even though the explorers managed to complete the boat. As the explorers' song says, "There's no food on the table!" The explorers need food for their journey, so oblige by returning to your village store and grabbing 1,000 to 1,500 food and depositing the grub next to the boat and explorers. You'd think this would satisfy them, but the singing explorers aren't done yet.

And with another song, "We aren't going nowhere till we get some meat!" the explorers complete their final request: some fresh meat. Locate some cattle or pigs inside the village (across from the big village gate) and give the explorers two animals total. Providing the explorers with all three requests to complete the quest. The explorers sail off in Titanic fashion, leaving a water miracle dispenser. You can use the water miracle to water crops and trees and douse fires. Teach your creature the water miracle before exiting land one.

Of course, you're being a nice god. If you're not interested in a water miracle dispenser (you can receive another by completing the hermit silver quest), you can torture the explorers and ruin their voyage. Just feed the explorers to your creature or toss them in the water. Being evil rewards you with a humorous



line but also punishes you late in the game: the explorers return in land five to help out if you helped them here.

Silver Reward Scroll #3: The Singing Stones

The singing stones silver reward scroll challenge is twofold. First, you must locate the stones and then place them in the correct order. Thankfully, locating the stones is easier than finding those near invisible sheep for the lost flock quest. But keep in mind that you may locate some stones that closely resemble the singing stones but don't emit a tune. Ignore these stones.

Here's the location of the five missing singing stones:

1. There's one singing stone near the village's graveyard.
2. Inside the forest, where you rescued the lost brother for the gate stone quest.
3. On top of a mountain just outside your village (the range along the gate side, close to the beach, and at the top of a river).
4. Near the hermit's hut, where you grabbed the gate stone that the sculptor used.
5. Very close to the singing stones puzzle.

Next, you must align the singing stones in ascending tone. This segment will involve a lot of trial and error. Place the stones and then move them around (you can move only the stones you fetched, not the stones already in place) until the sequence plays correctly. You're offered a food miracle dispenser for your efforts--time to feed the village!

Not ready to go through the effort of searching out stones and playing some music? Feed the singing stones man to your creature or smash his hut with a big rock. You won't get the food dispenser--only some evil satisfaction.



Completing the singing stones puzzle nets a food miracle dispenser.

Silver Reward Scroll #4: The Savior

A deceptively tricky task, the savior silver scroll can be found on a cliff that overlooks the bay, where your village's fishing occurs. Click on the scroll to hear the pleas of a frantic woman--her husband and four others were struck by a large wave and are drowning in the bay. She requests your help. Unfortunately, you can't pluck them out yourself--your creature must assist!

The savior is on an unknown time limit--if you take too long to save the drowning victims, they'll die and, naturally, disappoint the woman (though it'll please your devil-conscience sidekick!). Because of the time limit, it's wise to



not start the savior until you've taught your creature some very important tasks, namely how not to eat villagers and how to drop them safely.

Before activating the savior, use the learning leash to teach your creature how to pick up a villager and how to drop him safely. Make sure it doesn't eat the villagers after it picks them up--if it does, smack it around. Once you're convinced, it'll keep the villagers out of its stomach. Then activate the Savior quest.

Walk down to the water and switch to the leash of compassion. Click the action button once you're near a villager so that the sparkle indicator appears over the villager. Don't attach the creature to the villager! If the creature starts drinking, move it back and try again. You must focus the creature's attention on the village. Once it has a village in hand, guide it to the shore, and it'll drop the villager safely. If you wish, you can teach your creature to throw villagers and work quicker, but that's not the act of a good god, is it?

Rescue the villagers one by one with the same techniques. If you're not in the saving mood, just eat the villagers or let them drown. You'll receive a strength miracle dispenser for saving the drowning victims; it appears on the cliff where the woman stood. It takes a while to recharge, but teach your creature the spell at the earliest opportunity.

Silver Reward Scroll #5: The Hermit

The hermit and the corresponding silver reward scroll are found above a small hut near the coast. It's also the same place you picked up the unmade gate stone for the sculptor in the first gold story scroll quest. Click on the scroll to learn your next task: It's time to impress the hermit with your creature. Unfortunately, he's a pain to impress.

He wants to see a big creature, and it'll take quite some time before your creature has matured to reach that level. You can exercise and keep your creature fit (and also notice its growth each time it enters and exits the creature pen), but it simply won't be enough. You can return to the hermit a few times, and he'll likely turn you down. If you keep returning, he won't even respond to you. Keep trying in case you've reached the appropriate size.





You'll certainly know if the time is right if you've reached the end of land one and if the good conscience tells you that your creature now requires more food--that's the size you want! Impressing the hermit rewards you with a water miracle dispenser and an explanation about fireflies and how they're able to hide one-shot miracles (which includes a strength one-shot). You can even acquire the strength one-shot without completing the task; just read the signs and pick up the rock on the mountaintop behind the hermit.

If you're tired of the hermit's whining ("I'm just not impressed!"), consider impressing him with your creature's digestive system. You won't win any friends, but if you're following an evil path, you won't care much, right?

Silver Reward Scroll #6: The Lost Flock

You'll find this silver reward scroll over a farmer's house and animal pen near your village's crèche. Apparently, the farmer has lost his sheep. If you offer to find them, he'll offer two rewards--one for finding five of them and another for finding the other four. Sheep are very difficult to spot on the landscape; zoom in to ground level and listen for the distinctive "baa" sound to zero in on them. Here are the sheep locations:

1. Near the large gates that lead out of the village.
2. Near the sculptor's house from the gate stone quest.
3. Close to the hermit's hut on top of the mountain.
4. On the mountain along the valley path that you went through at the game's beginning.
5. Under some trees along the valley path that you went through at the game's beginning.
6. By the beach near the valley path that you went through at the game's beginning (close to where you acquired a singing stone).
7. Inside the forest that contained the sick brother for the gate stone quest.
8. Near the Throwing Stones quest (by the pillar and hut).
9. Inside another farm with some pigs.



If you return five sheep, the farmer donates some food to your cause. If you manage to return all nine, the farmer offers a new unlocked creature--the sheep. The sheep aren't the best creatures in the zoo, so to speak. They mirror the cows--they have moderate intelligence but weak strength and other average statistics.

Not interested in getting food or the sheep? Wish to be evil? Then just feed the sheep to your creature--or toss them in the ocean or put them in the village store.

Silver Reward Scroll #7: The Ogre

After completing the combat segment of the Creature's Learning gold story scroll quest, you'll trigger the silver reward scroll introducing Sleg, the ogre. You'll find the silver scroll near the combat arena positioned just above the ogre. Click on the scroll and learn that the ogre seems to be guarding something. You receive hints that the ogre is rather hungry.

You can complete the task in two main ways. If you're up for a fight to test your newly learned combat skills, take your creature over and pound Sleg into submission. That's what a veteran evildoer would do. Then again, you can oblige the hungry hint and take Sleg over to some food. Two handfuls of approximately 2,500 will do. Move over to your village store and grab the grain and drop the pile in front of Sleg.

After the helpings, Sleg takes a nap, allowing access to his wares. Open the chest to acquire a beach ball--a crappy treasure, considering, but thankfully, completing the quest also creates a heal miracle dispenser near your temple (or heal miracle increase if you've solved pied piper). Teach your creature the new miracle.

Silver Reward Scroll #8: The Pied Piper

You'll spot a silver reward scroll above your village's crèche. Activate the silver scroll to hear a story about someone stealing the village's children. Yes,





it's the pied piper! He lives in a small shack up the hill behind the crèche. To solve the quest, you must either follow the pied piper closely to discover the hideout and the children inside or simply eat the pied piper without saving the stolen children--but at least you prevented further captures!

To recover the children, wait for the pied piper to approach the crèche. Keep your creature back and out of sight, or you'll scare the pied piper back into his hideout. When the pied piper nears the crèche, attach your creature to the pied piper and, even though the pied piper flees, follow the children stealer closely to his hut. He'll hand over the children, and you'll receive a health miracle dispenser (or increase if you completed the ogre first).

If you'd rather be a nasty god, just eat the pied piper, and you won't be able to recover the stolen children. Evil players will be rewarded with a lightning dispenser--extremely useful in terrorizing the villages in land two and forcing them to believe. Make sure your creature knows either spell before heading to land two.

Silver Reward Scroll #9: The Creature Breeder

The creature breeder isn't a quest but is activated by a silver reward scroll. Activate the scroll over the breeder's hut, and you'll be given a choice to swap your creature for another--if you've unlocked the new creatures with a small download. The three new creatures are the mandrill, leopard, and horse.

The mandrill balances intelligence and strength better than the ape--the mandrill isn't quite as bright as the ape, but it offers better strength.

The horse, fat like the cow, boasts excellent intelligence (a little better than the cow's) and solid running speed to offset a minor strength shortcoming.

The leopard possesses impressive walking and running speed as well as outstanding reaction time. But it comes at an intelligence cost, though the leopard is slightly smarter than the tiger--and a bit weaker.



Build your creature's strength through rigorous rock runnin'!

The Vortex to Land Two

The vortex not only lets you travel to land two, but also lets anything you stick in there to appear on land two as well. Thus, if you're extremely patient, you can load the vortex with as much wood, food, one-shot miracles, trees, and villagers as you can find. It's a tedious process, but the more resources you supply to land two, the easier the level. Each land ends with a vortex; taking the time to feed the vortex resources will invariably assist in your efforts on the next world.

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Chapter 8

Land Two Walk-Through

Land two begins with tutorials, much like land one, but soon turns more difficult--you must begin converting villages and pushing your influence toward your ally Khazar and enemy Lethys. Learn how to use the worship site and how to keep prayer power high without killing off your followers from overworship. If you're an evil player, take note of the sacrifice challenge--with no morals, you can sacrifice your followers (or, even more diabolically, their offspring) for big prayer power points.

Begin the level by constructing available buildings. Assign builder disciples to speed up the process. Start transferring wood and food to the village store (and instruct your creature to do so as well). The first gold story scrolls appear once the structures are complete.

Your first village will begin flourishing quickly, especially if you're liberal with the breeder disciple. Remember, you'll have to house all those followers! Be prepared to use a lot of wood to construct the scaffolds required for the house (and further wood required to complete the house). Once acquired, gesture the food and wood miracles to keep your village store and future villages stocked. Then again, if you're an evil god, these things may not be a concern.

Once you finish the workshop gold story scroll, construct any needed civic buildings and then prepare to use the workshop often to complete houses and assist in expansion or to add structures to converted villages.

Gold Story Scroll #1, 2: Worship Site, Worship Site Part 2

Activate the gold story scroll by the temple to receive an important lesson regarding the temple's worship site. The builder of worship sites appears--





supply him some wood, and he'll construct the addition to your temple. The worship site is where your followers go to worship and generate the prayer power you need to cast miracles.



Activate the gold story scroll by the temple to learn about the worship site.

Raise and lower the totem at the village center to adjust what percentage of the village followers will migrate to the worship site. Keep in mind, though, that worshipping takes its toll on the villager. Constant worship means not eating, sleeping, or resting. The villagers will get hungry and tired quickly and will eventually die if you don't give them some rest.



Gold Story Scroll #3, 4: The Workshop, The Workshop Part 2

Upon completing the worship site story scrolls, activate the next gold story scroll to learn about another important piece of hardware--the workshop. The workshop builds scaffolds, which in turn construct your village's buildings--small and large houses, civic buildings, fields, miracle dispensers, and, eventually, wonders. Supply wood to the workshop, and a scaffold is produced. You can assign craftsman disciples to haul wood to the workshop (at 250 a trip), though obviously, you can supply the wood much faster.

Continue with both workshop gold story scrolls and follow all the instructions and tasks. Once you finish, the workshop expert provides a forest miracle to the worship site. The forest miracle creates a supernatural forest that must be maintained with constant prayer power, but it's useful for quick wood in a pinch. Then again, with the tips from this guide, you should never be low on wood!

Gold Story Scroll #5: Khazar's Fireball Challenge

Activate the gold story scroll near the village to activate two separate challenges--a scroll appears on each of the two islands off from your temple area. Activate the scroll next to the large houses to start the fireball challenge. You may wish to harvest all the trees from this island because you're about to burn it up. Well, at least you hope so!

Khazar provides you with three fireball one-shot miracles. Time to test your throwing ability. Use the same techniques as you did in the Throwing Stones quest from land one. Attempt to hit the structures with the fireballs. You receive a couple more handfuls of fireball one-shot miracles. Regardless of success or failure, Khazar presents you with the fireball miracle to add to the worship site.





Gold Story Scroll #6: Khazar's Shield Challenge

Touch the scroll hovering over the second island, this time with just a single hut, to activate Khazar's shield challenge. Here, you must experiment with the physical shield miracle to protect a small hut. First, Khazar demonstrates the spell while you hurl rocks at the shield; take note that the rock bounces off, although it'll do some damage. Next, you must cast the physical shield miracle and protect the small hut from Khazar's attack. Complete the challenge and receive the physical shield miracle on your worship site.

Gold Story Scroll #7: Impress Village

After completing the worship site, workshop, and fireball and shield challenges, notice a new gold story scroll just on the outskirts of your village--it lies fairly close to an adjacent, unconquered town. Activate this story scroll to learn about casting miracles, using gestures. The lesson also teaches you how to use the miracles to impress a village, turn its belief, and win it over to your cause.

Practice with the food and wood gestures and start using them on the village. If all goes to plan, the food and wood miracles, along with other impressive feats, should win the village over to your control. It'll be your first village--and there will be many more! Within moments, you'll have a new silver reward scroll in the village.

Gold Story Scroll #8: Destroy It!

Use the lessons learned in the impress village gold story scroll to convert neutral villages as you expand your influence toward Khazar's villages and Lethys' stronghold. Don't rush, however; take the time to complete the new silver reward scrolls that appear with each new influence gained.

Many of these scrolls reward you with invaluable miracles that assist in village conversion. For instance, the sea silver reward scroll provides the enlarge





creature miracle--an excellent way to impress a new town. Solve the tree puzzle for a winged creature miracle dispenser, a powerful converting tool that can knock down upward of 100 belief with each use.

Employ your new fireball in village conversion. Prospective followers are dazzled by a flaming ball hurled inches above their faces. Make your way toward Khazar's villages by using your new miracles and techniques. If you're of an evil sort, don't hesitate to take over Khazar's own village for increased power.

As you inch toward Lethys, Nemesis arrives to quench some of your newfound power. Regardless of whether or not you took Khazar's village, Nemesis arrives and obliterates Khazar and his creature. If you were attempting to remain the good god and spared Khazar your influence, it's time to convert his village now.

Convert remaining villages and push up into Lethys' territory. Convert (or annihilate) the remaining village and obliterate Lethys' temple to discover the vortex underneath.

Silver Reward Scroll #1: The Plague

You'll activate the plague challenge after conquering the third village (the first village being your initial town). The bad conscience alerts you to the quest with the declaration that Lethys has tampered with the village. Activate the silver scroll, and a sick villager emerges from his hut. Something is making the villagers sick. You must heal the villagers and locate the source of the poison before it spreads out of control.

Finding the source of the plague is the easy part. Check the village's store and notice the green food--yuck! Grab all the green food and drop the poisoned grub in the sea. The next part of the challenge is a bit tougher.

Start your second conquered village worshipping by raising its totem--you'll need its heal spell. Raise it 10 to 20 percent so that you have near constant use of the heal spell. Perform the heal gesture and return to the third town. Instead of casting the heal spell over the entire village, seek out specific





diseased villagers. Zoom in close and take notice of the greenish villagers (they're also usually stumbling around in a sickly fashion). Cast the heal miracle on as many of these villagers as you can find.

Successfully healing enough villagers rewards you with the lightning bolt miracle, now attached to this village's worship site. If you don't heal enough villagers or neglect the task completely, the sick villagers shun your negligence, and you fail to receive the lightning bolt.

Ready for some evil fun? Instead of dumping the poisoned food in the sea, put the plague in one of Lethys' villages--or heck, one of Khazar's or an unclaimed village. Make sure you place the food in the village store. Spread the plague! Wipe out an entire village. It won't take many belief points for villagers to believe when no one's alive.

Silver Reward Scroll #2: The Riddles

Activate the Riddle quest near a circular formation of mushrooms. Clicking on the silver scroll here reveals a puzzling riddle.

"Place in the ring...
Something that howls at night...
Something hot...
Something unique to your creature...
Then all must be protected."



Solve the riddle to unlock the zebra.

To solve the puzzle, you must collect a wolf, which howls at night. Gathering a wolf can be a daunting task, since those animals are small. Look around the lake (which houses the beach temple puzzle) as well as its grassy outskirts. However, search for the wolf last-- the creature has a tendency to run away from the puzzle.

Next, you'll need to burn a tree or bush--which is certainly hot--with the fireball or lightning spell. Place the burning object inside the ring. Your next step is a piece of your creature's poop, which is certainly something unique. Finally, cast the physical shield miracle and trace a circle around the mushrooms.

Once all objects are inside the circle and a physical shield is in place, you complete the quest. The only reward is an opportunity to switch to the zebra



creature--a fast, smart beast but fat and physically weak (basically a mirror of the horse).

Silver Reward Scroll #3: The Beach Temple Puzzle

Activate the challenge by clicking on the silver reward scroll above the temple, which is positioned adjacent to the map's small central lake. You'll hear the story of a desperate villager (aren't they all?). He's worried about his temple getting flooded and needs help moving the structure up the shoreline. Sounds easy enough--but naturally, there's a catch.

Instructions: You must move the temple to the column farthest from the sea, piece by piece. There are four temple pieces, and you may place a piece on only an empty spike or on a wider piece.

The temple is labeled "first to fourth piece," with first being the top and fourth being the bottom. The columns are labeled as sea column (nearest the sea), middle column, and beach column (farthest from sea). Here's an example of one of many possible solutions:

1. Place the first temple piece on the middle column.
2. Place the second temple piece on the beach column.
3. Place the first temple piece on the beach column.
4. Place the third temple piece on the middle column.
5. Place the first temple piece on the sea column.
6. Place the second temple piece on the middle column.
7. Place the first temple piece on the middle column.
8. Place the fourth temple piece on the beach column.
9. Place the first temple piece on the beach column.
10. Place the second temple piece on the sea column.
11. Place the first temple piece on the sea column.
12. Place the third temple piece on the beach column.
13. Place the first temple piece on the middle column.
14. Place the second temple piece on the beach column.
15. Place the first temple piece on the beach column.



Solve the beach temple puzzle for a new healing device.

Completing the puzzle transforms the temple into a gigantic heal miracle. Just walk to the temple and receive healing.

Silver Reward Scroll #4: The Slavers

Capturing one of Khazar's villagers activates this silver scroll quest; click on the silver scroll above the hut to activate the challenge. A circus group in training has captured some of your new followers and will return these slaves in exchange for exotic animals.

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Locate two horses, which can be found near most villages, and deposit them in the open pen on the opposite side of the slavers' pen. For each horse, the circus gang releases a single slave.

Tigers are another good choice. You'll find some by the coast near Khazar's village, which you just conquered. Deposit two tigers in the pen, and the circus gang releases two slaves for each tiger.

Mountain lions are another option. You can locate these creatures near Khazar's last remaining village near his temple. Deposit the mountain lion in the pen to release the two remaining villagers.

You can experiment with different combinations (such as wolves, lions, etc.). Drop off enough exotic animals and release all the villagers to complete the task successfully. You'll receive, along with the followers, a pack of wolves miracle dispenser for your reward. Teach your creature the spell by using the learning leash.

Evildoers may wish to neglect the slaves--leave them for a life of servitude in the circus or wipe out the circus gang. Toss them in the sea to punish them for taking slaves.

Silver Reward Scroll #5: The Singing Stones

At least you don't have to collect the stones! Land two features another singing stones puzzle, but it's not about fetching stones and aligning tones--this time, you actually have to make music. Look for the semicircle batch of stones at the crossroads between Khazar, Lethys, and your own influence. Activate the scroll and listen to the story of the singing stones and the power they possess.

To complete the puzzle, you must play three songs. To discover the songs you can play, search for "actors" around the gameworld. Press the S key to reveal the villagers' names and current duty. You'll discover some very old, whistling, or instrument-playing villagers wandering around the shoreline.





Listen closely to their tune to discover what you can play on the singing stones. You need to play these tunes (numbering the singing stones from left to right):

1, 1, 8, 8, 9, 9, 8, 6, 6, 5, 5, 3, 3, 1: This switches the world to night. It's "Twinkle, Twinkle, Little Star"!

2, 2, 2, 2, 5, 4, 4, 2, 2, 1, 2: This rewards you with a resurrection circle that can raise the dead. It's the "Funeral Dirge."

2, 3, 2, 1, 2, 3, 4, 5: This brings on the snow! Yep, it's "White Christmas."

You must play all the tunes to receive 100 percent completion for the quest.

Silver Reward Scroll #6: The Sacrifice

Once you capture the fourth village from Lethys, you activate a silver reward scroll over a hut. Click on the silver reward scroll to hear about a new way to increase prayer power. The quest informs you that you may deposit different living objects (including plants!) into the worship site to increase prayer power. This is a good way to increase prayer power without using worshippers--or if you just need more in a pinch.

Your view switches to the worship site, and a follower announces that he plans to sacrifice his firstborn son. It's your choice, though. You can deposit the son inside the worship site and receive a huge boost to your prayer power. Or you can practice dropping other things in the worship site (shrubs, trees, cows, horses, wolves, etc). Continue to drop in other objects until the follower interrupts--this completes the quest without sacrificing the firstborn. As a reward, you receive an increase to the heal miracle.



Learn about sacrificing trees, bushes, cows--even people in this silver reward challenge.

Evildoers may wish to sacrifice the firstborn to gain the prayer power and continue to send the villages' youngest members to the worship site. Increase prayer power with each sacrifice. Put the totem at 80 percent to keep those worshippers tired and hungry and then send their own children to the heavens to increase your prayer power even more. It's very evil, but possible.

Silver Reward Scroll #7: The Sea

Time to rescue more swimming victims! You'll find this scroll in the third village (including the initial village as your first) late in land two. Activate the scroll to hear a plea from a mother--a group of children are swimming just off a dock to

BACK

NEXT



the left of the village (if facing the village from your initial town). The mother worries and requests that you rescue the children. Locate your creature and guide it over to the dock with a leash.

Switch to the leash of compassion and click on each swimming child. Click only once (you don't want to attach the leash to the child) so that the sparkles appear just above the child. Your creature will grab the child. Maneuver the creature to the incline back up the mountain and to the village, and he'll drop the child off. The child will report that he's heading home (if he doesn't, move him farther up the hill). Grab each child in turn and then wait for the children to reach their mother.

You receive an enlarge creature miracle dispenser as a reward. Use the miracle to increase your creature to the size of the creature guide in land one. Your gigantic creature is an imposing sight and an excellent addition to your belief-assault arsenal. Walk into the remaining towns as an enlarged creature to impress the townsfolk.

Don't want the enlarge creature miracle? Toss the mother in the sea with the children. Or grab the children and sacrifice them at the worship site. Maybe your creature is hungry--it may enjoy a change from its diet of fish and grain. Feed it the children. You can even take the mother to the children for another twist--this solves the quest easily and in a nice, friendly way.

Silver Reward Scroll #8: The Idol

Late in land two, check back near the first village you captured and spot a silver scroll just on its outskirts. It appears that some rebellious followers have begun worshipping a strange idol. Time to make them pay--or at least make the idol pay!

If you're trying to be good, move the followers away and destroy the idol. To do so, gather some trees and bushes and place them around and on the idol. Hurl a fireball spell at the trees. The resulting fire and heat will destroy the idol. Should you wish to teach the followers a lesson, leave them there to burn with their desecration. Or just hurl them into the sea or down your creature's throat. Destroying the idol rewards you with a fireball miracle increase.





Silver Reward Scroll #9: The Greedy Farmer

In one of the villages just before Lethys' temple, you'll discover a silver scroll above a farmer's hut. Activate the silver scroll to listen to a farmer's tale. Apparently, a bunch of kids are stealing the farmer's cows. If you look at the area behind the farmer's hut, you'll spot the cows and the children leading them to their hut down near the sea. What's your decision? The children are hungry, so letting them have the cows is certainly an option. Want a lightning miracle increase? Toss the farmer in the sea (or burn him, drop something on him, etc.) for hording his cattle from hungry children.

The Tree Puzzle

You'll find the tree puzzle on a three-by-three tree formation (think tic-tac-toe) near Lethys' snowy villages. It isn't a silver scroll puzzle, and the rules appear on a signpost with a question mark, which is adjacent to the puzzle. Your task is to make all nine trees the same type. Each time you activate a tree, as well the others touching that tree, change to the opposite tree type. There's no direct solution. Just keep working at the puzzle until all trees appear the same. Solving the puzzle rewards you with a winged creatures miracle dispenser. Teach your creature the spell!

Eternal Youth

Press S to display villager names, ages, and duties and investigate the village below the ascent to Lethys' temple. You'll discover a village where all members are 18 years old, except for two people: an elder and a newborn. It appears that the elder is keeping the entire village young by sacrificing the newborn. As soon as the villagers turn 19, the youngster is sacrificed--then all the villagers turns 18 again. Killing the elder prevents the killing of children but wipes out the entire village. Make your decision, or just leave them be.

The Vortex to Land Three

Land three's wood miracle dispenser means you'll rarely lack the resource, so spend time dumping villagers, food, and any one-shot miracles you wish to





take with you (winged creatures one-shots from the tree puzzle work well in the land three conversion). Also, toss in some artifacts to use for village conversion.



Chapter 9

Land Three Walk-Through

It's time to put your knowledge to the test. You're on your own here on land three, and most of the tutorials are over (though you'll learn about wonders). Land three is almost all about converting enemy villages and spreading your influence to a final encounter with Lethys. Oh, and you won't have the service of your creature, either! Lethys has frozen him within three power pillars. To lower the pillar, you must convert the land's villages.

Your greatest asset on the map lies beneath the waterfall--a wood miracle one-shot dispenser. This miracle dispenser respawns quickly and can keep you completely stocked with wood throughout the entire land--and you'll need it if you're attempting to keep up with your village's demand for expansion and houses. Even if you don't use the wood miracle immediately, take the one-shot bubble off and place it aside for later use.

Silver Reward Scroll #1: The Shaolin

You'll activate the Shaolin quest after you start to impress the nearest village; the scroll appears on the mountainlike island just off the coast. Take the Shaolin challenge before you completely conquer the first village. If you investigated this island before the quest, you would have noticed the temple on the top of the mountain and the winding road path near the bottom.

Activate the quest and meet the Shaolin, a mysterious man who seems to possess a lot of interesting information--if only he'd divulge some of that info! The Shaolin requests that you not follow him to his secret meditation place--that means it's time to follow the Shaolin!

To follow the Shaolin successfully, you must keep an eye on him at all times but you must also make sure he can't see you. Stick behind him and rotate your camera view to stick behind him. The first leg isn't tricky--just remain





behind him but close enough so that he remains in view. Use the mouse to move forward and back; it's much more precise than attempting to use arrow-key movement.

At some point, glowing sparkles appear around the Shaolin--this means you have reached a save point. Should you fail the challenge at any point, just restart, and you'll begin here. This second stretch is tougher. The Shaolin approaches a group of purple mushrooms ahead. When he reaches the center, he turns to face away from the mountain and gaze at the landscape. Rotate your camera behind him and face the same direction.

The Shaolin continues onward and reaches a point under a rock. To complete this section, pitch the camera down to ground level. As the Shaolin passes underneath the rock, pause the game so that you don't lose sight of him. Adjust your camera while paused to retain view. Pausing works in any situation. If you're worried about being seen or losing sight of the Shaolin, pause and adjust the camera.

Another save point lies beyond the rock. You must complete a last leg, which closely resembles the second. The Shaolin stops again at a group of mushrooms and gazes at the landscape. Rotate the camera behind him. He'll then move underneath another rock. Pause the camera to retain sight of him. Follow the Shaolin to the two pillars that form his meditation center. You receive no immediate reward for completing the challenge, but the Shaolin will be back later to help out against two Lethys attacks as well as give instruction on wonders.

The Flaming Followers

After you conquer the first village, Lethys plans some retaliation in the form of some flaming followers. A handful of villagers are hanging out on a shoreline, and Lethys decides to launch a few fireballs at them. Frightened and quite warm (and forgetting there's water nearby), the flaming followers charge into your newly acquired village. Should the flaming villagers reach your structures (and other villagers), they'll share the fire.

If you completed the Shaolin quest, he offers a couple of water miracles to assist in putting out the flame. Click on the miracles and douse the villagers by





clicking the action button above them. Put out the nearest flaming villagers first. Douse any flames that reach your structures to prevent spread.

Naturally, you can let the villagers burn, but you may pay the price with several structures on fire and a lot of lost wood. Or you can toss the villagers away from the village or into the sea--that'll cool them off.

The Possessed Wolves

Lethys rears his ugly head once more after you conquer the second village. This time, he possesses a pack of wolves and sends them charging into your new village. If you've completed the Shaolin quest, he once again offers his assistance by firebombing the group of wolves. But it's not enough--there are more on the way!

One way to take out the wolves is to pick them up and toss them as far away as possible (but quickly!). Grab the nearest wolf first and then hurl it away. Failing the challenge will cost you the village--Lethys will resume control, so now, the village will require nearly 1,500 belief to convert. In other words, be a nice god and get rid of those wolves because conquering 1,500 belief isn't worth the satisfaction of a few pesky villagers becoming wolf meat.

Alternatively, you could have a fireball or lightning miracle ready to ignite some wolves and then pick up the rest.

Silver Reward Scroll #2: The Rejuvenator

Conquering the third village puts you close to the final silver reward scroll on land three. You'll find the silver reward scroll just above a small hut in an alcove below the hill that leads to Lethys' controlled land. Activate the silver reward scroll to meet a woman who claims she can make the old young again. Test out her claim and pick up an elderly villager and deposit him or her in front of the woman's hut. After some abracadabra, the former senior exits the hut a toddler!



You can do this as much as you'd like--for instance, if you wish to take a bunch of kids with you to land four instead of seniors on their last leg. Or you can even attempt a new trick. After giving the woman a couple of seniors, send her a child (say 10 or 12 or so), and something goes a bit wrong. Instead of getting a younger child, the woman's spell turns the young villager into a creature (in our case, the ape from land one). If you wish, switch your creature once it's back in your possession.

Capturing the Villages

Land three puts your village-conversion skills to the test. You were taught much about the final art of belief during land two's gold story quest, titled Impress Village. From there on out, though, you're on your own--and in land three, even without your creature! Each village you convert drops one pillar, which surrounds your frozen creature. Convert three and free your creature!

After impressing the first village, complete the Shaolin quest and then complete the village conversion with an array of resource miracles, healing, and hurled rocks and fireballs. After conversion, deal with the flaming followers with the Shaolin's help.

Expand your new village's influence toward the next village or use a village center drop for instant expansion. Take over the next village with more standard belief tactics: deposit food and wood inside its village store, cast healing spells on the sick, hurl fireballs close to the townspeople, drop down artifacts, and otherwise impress the neutral village with your wizardry. Converting the second village signals the possessed wolves. If you completed the Shaolin quest, he'll assist in the wolves' removal.

In the third village, you'll learn about wonders. Expand your influence there and convert the village with the tactics you've nearly mastered at this point. Use the wonder to expand your new influence toward Lethys' territory. Increase your new village's belief by more heal, food, and wood miracles, which in turn increase the influence. Should you need a quick fix, drop a village center near the next village.

The final few villages are tough, though you should be able to convert them with these standard belief practices (as well as use of your creature now that



it's been rescued). If you're evil, don't hesitate to obliterate Lethys' final towns to facilitate conversion. Removing the villagers makes conversion much easier. As you near ending his belief in the last village, Lethys gives up, and you're given a choice to spare his life or eliminate him. If you spare him, just go through the vortex when ready; if you decided to convert his final village, you must destroy his temple to locate the vortex underneath.

The Invincible Man

Look along the beach near your village (also around the Shaolin's mountain) for a strange man--he taunts you! If you have trouble finding him, hit the S key to search for a man down there; he's an actor, not a standard follower. Pick him up and listen to his strange pleas. If you mess around with him, you'll soon discover that he's invincible. Try to toss him against a mountain or drown him in the sea--he won't go away!

You can actually put him to good use. Try tossing him around a village that requires some belief. You can even pick him up outside your influence and use the short burst of influence to cast a spell. It's an easier way to influence the villages on land three without actually expanding your influence. Try feeding the man to your creature. He even survives digestion! Have fun with the little guy--rumor has it he can even be sacrificed for tons of prayer power.

The Vortex

The beginning of land four is deadly, and how you wish to play through the chaos will determine what resources you should pour into the vortex. If you wish to save your initial village and land four, pour in tons of wood (which should be easy with the wood one-shot miracles) and even more villagers. You'll need the villagers for worshippers and prayer power to keep a spiritual shield active.

Even if you don't want to save the village, it's wise to put in as many wood one-shot miracles as you have the patience to wait for. You can use them to fill up your village store once you gain a foothold in the land. Dump in all the food as well; you aren't coming back to land three, so it should be put to good use somewhere.



Chapter 10

Land Four Walk-Through

Land four sends you back to the first map--though much has changed. Enraged, Nemesis has ravaged the land; a once lush, green landscape has turned brown and dead. Fireballs rain from the sky and lightning scars the land--and you'll have to deal with both. Land four can be a challenge exercise of keeping your village intact to watching fireballs burn it into rubble.

Guardian Stones

The first section of the walk-through details some ideas on how to survive the initial chaos. There are three guardian stones affecting land four's environment and landscape. You must complete each of the puzzles to restore the map to its original beauty.

Guardian Stone #1: The Totem Puzzle: Located underneath a physical shield outside of your influence. Capture the nearby village to spawn the scroll that activates the challenge.

Guardian Stone #2: The Defending Ogres: Sleg, son of Sleg, guards the second guardian stone, and he won't let it go without a fight. Move your creature to him to initiate combat.

Guardian Stone #3: The Heartbroken Man: Complete this quest after you've already destroyed two guardian stones. You'll spot the scroll above a hut in the middle of the map.

Surviving the Chaos

The beginning of land four is extremely difficult. You have fireballs crashing down from the sky, lightning bolts striking around your village, and pesky gremlins stealing your followers. Where should you start? As with all of Black





& White, there are several options at the beginning of land four. Here are some of them:



All that wood you brought from land three could be worthless if those fireballs ignite your village store.

Saving the Initial Village: Can you save the initial village? The fireballs are coming down fast and furious at the beginning but don't hurt anything, which means you do have some time to get your act together before the real danger begins. Once the good conscience observes that some fireballs are coming close to your village, the problems begin.

To save the first village, you can use the spiritual shield one-shot dispenser to erect protection around your village, but without prayer power, it won't stay up for long. So if you want to try to protect your village from the fireballs, you'll



need villagers--lots of them! Toss as many land three villagers as you can find into the vortex at the end of land three. Once in land four, crank your totem up enough so that you can maintain the shield. While the shield is up, guide your creature to the nearby village above the shielded totem puzzle and start converting. Or you can send your creature to tackle the ogre and get rid of the lightning--and then the fireballs!

If you don't want to maintain the shield, you can also catch the incoming fireballs before they strike your structures. This is very difficult, though, and it means you must concentrate on grabbing fireballs instead of something else (like converting the nearby village).

Ignoring the First Village: Another way, though a tad evil, is to ignore the first village completely. Concentrate your effort solely on converting the nearby village that provides access to the totem puzzle that controls the fireballs. Guide your creature over there with the leash and attach him to the village center and their houses with the leash of compassion.

Assist in the conversion by hurling trees from the hill above your village. You should be able to get some belief for most of the flying trees. If you have any artifacts from land three, toss them over the village too. Try to make the toss as low as possible; you can score a ton of belief for a flying artifact (we scored 230 with just one rock!). You can even try to toss the artifact so that it lands in the middle of town for a nice chunk of belief and a slow trickle thereafter.

This means, though, that your first village will be leveled. Don't fret, though; the lines in the dirt that formed the village center and workshop can be repaired. Simply supply the builders and the wood (plenty of trees on the map). Surviving the initial chaos in this fashion slants you to the side of evil (you did ignore all those crying pleas for help, didn't you?) and means you'll have to start with just a handful of followers. Get them breeding quick!

Spreading Your Influence

Expanding influence around the map can be a slow process if you're just expanding using houses or compounding belief in your village center with nice miracles and gestures. Instead, use the village center drop. Make five



scaffolds and combine them into a single large scaffold. With the scaffold in hand, move your cursor somewhere outside your influence.

You can interact with the world for a few seconds after leaving your own influence. Use this time to place the village center, which creates its own influence. Build the center by adding builders and wood and then expand by using houses and other civic buildings--or by dropping another village center.

Use this tactic to gain influence close to neutral or enemy-controlled villages. If you're close enough, you can drop wood or food in their village store, cast friendly miracles, toss fireballs, and do whatever it takes to overturn belief and complete the conversion.

Guardian Stone 1: The Totem Puzzle

To trigger the scroll that activates the totem puzzle, you must either spread your influence to reach the shielded puzzle or capture the nearby village, which will serve to envelope the totem puzzle inside a new influence. As it's nearly impossible to keep your initial village intact with so many fireballs and lightning strikes, you're better off trying to capture the other village as quickly as possible.

Once the village is under your control, a scroll appears over the shielded totem puzzle. Activate the scroll to remove the shield, revealing the puzzle underneath. To solve the puzzle, watch the ringing bells. Once the sequence completes, you must duplicate the sequence by using your hand to ring the corresponding bells. There are five bells and four sequences. You're also on a time limit; you must ring the next bell quickly, or you'll have to start the challenge over again.

One good tip: Don't try to ring the bell itself. You can ring the bell by knocking the pole that holds the bell instead. The pole is much easier to strike than the smaller bell. Strike the pole, and you'll ensure an easy ring and likely not get disqualified because of taking too much time.

Sequence #1 (from left to right): Bell 1, Bell 2, Bell 3

Sequence #2 (from left to right): Bell 1, Bell 2, Bell 3, Bell 5, Bell 2





Sequence #3 (from left to right): Bell 1, Bell 2, Bell 3, Bell 5, Bell 2, Bell 3, Bell 1

Sequence #4 (from left to right): Bell 1, Bell 2, Bell 3, Bell 5, Bell 2, Bell 3, Bell 1, Bell 4, Bell 1

Completing the totem puzzle destroys the guardian stone that causes the fireballs--what a relief! Taking out the fireballs lets you finally maintain your village in peace--well, mostly. There's still the problem of the lightning strikes and the annoying gremlins that steal your followers. Still, eliminating the fireballs lets you rebuild your initial village. Even if the structures were leveled to the dirt, you can assign builders and dump some wood to start the rebuilding process.

Guardian Stone 2: The Defending Ogres

Sleg, son of Sleg (the ogre from land one) protects the guardian stone that's controlling the rainfall and lightning strikes. The ogre lies outside your influence, but completing the puzzle doesn't require you to extend your influence around him. Instead, just leash your creature and guide him to Sleg's position. Attach the aggressive leash to Sleg, and the battle will automatically begin once your creature approaches Sleg.

This is a straight-up creature battle, much like the one you practiced against the creature guide in land one or the one you may have faced during your trip through the other two lands. Click on the ogre to queue up attack moves while casing the heal miracle once your creature is low on health. Also, implement the special move (the star gesture) to perform a more damaging maneuver.

Defeating the ogre ends the rain, lightning strikes, and the periodic gremlin raids by destroying the guardian stone.

Guardian Stone 3: The Heartbroken Man

You'll spot the scroll that activates the heartbroken man challenge once the other two guardian stones have been eradicated. Look for the scroll over a small camp located in the center of the map. To complete the challenge, you must escort a woman (Keiko) from the Aztec village on the hill to the lonely man from land five's introduction; he's positioned in his own hut on another hill.





Here are a few ways to complete the challenge:

- With absolutely no influence in the Aztec village or near the heartbroken man's hut, you can guide your creature into the Aztec village with the leash and focus the creature on Keiko until it picks her up. Then use the leash to guide it to the heartbroken man's hut on the hill. This is a tough way to complete the challenge. Your creature must be well trained with villagers--teach it how to pick them up, not eat them, and put them down safely. If not, you may find Keiko eaten or thrown into a mountain!



You'll find Keiko in this village.



- If you gain influence in both the Aztec village (by capturing the village) and the heartbroken man's hut (by extending your influence there), you can simply grab Keiko and put her down in front of the heartbroken man's village. Simple as that! This is time-consuming, however; it'll take you a while to push your influence around the heartbroken man's hut.
- The easiest way to complete the challenge is also the vilest way--just kill Keiko! Her death breaks the heart of the already heartbroken man (you're so cruel!) but completes the challenge and even destroys the guardian stone. Just pick up Keiko and toss her into the sea, feed her to your creature, or sacrifice her on your altar. All that matters is that she's gone.

Completing the heartbroken man challenge breaks the final guardian stone and restores the land and sky to their previous beauty.

Gold Story Scroll #1: The Undead Village

After removing all guardian stones, a gold story scroll appears around the small group of huts located inside a deep crater. Click on the story scroll to hear the story of Nemesis' cruel act on this faithful village--he's turned them undead. You can help them by restoring the two totems positioned on the crater's rim. Before you can even think about the crater, you must gain some influence in the area so that you can interact with the totems.

Use your workshop to construct five scaffolds. Use the scaffolds to place a village center in the crater as close to the rim as possible (though not too close to the undead village!). You'll be out of your influence when you first place the structure; remember, though, that you can affect things outside your influence for a few seconds. Use this time to place the village center. Once it's down, you gain the influence around the village in progress. Move some builders over from other villagers and place down a chunk of wood to get them started.



The village center will likely not be enough. Use some wood to build houses or a village store to expand your influence. Cast some miracles to increase belief, which will also enhance influence. Drop down plenty of builders to speed up the process and feed them enough wood. You need to expand your influence around both totems.

Once you have enough influence, you must raise both totems at the same time with the help of your creature. Guide the creature to the totem with the learning leash. Teach it how to raise and lower the totem--it should catch on fast. As soon as it starts to raise the totem, move your hand to the other and pull it up high. If both totems are at their peak simultaneously, the challenge ends in success.

Completing the challenge ends land four and opens the vortex to land five. If you haven't completed the silver reward scrolls, do those now. Head to the vortex section of the land four walk-through for tips on what you should bring along to the final section of the game!

Silver Reward Scroll #1: The Fish Puzzle

Locate the silver reward scroll for the fish puzzle along the coastline near a circular formation of pylons. Activate the silver scroll to hear the story of a young fisherman; he wishes to net a school of fish to impress his father. To complete the puzzle, all you must do is guide the fish inside the circle. Fish respond when you tap on the water (they move away from the tap). Guide the small patches of fish into the net by tapping behind them.

Remember, though, that the fish continue to move even after you've guided them into the net. This means you may have to continue to coax the fish back into the net repeatedly until all fish are within the circle. You may wish to combine groups of fish so that you can move them with a single tap on the water.

Successfully completing the fish puzzle unlocks a new creature. Guide your creature here at any point on the land to switch to the turtle.





Silver Reward Scroll #2: The Treacherous Path

Find a silver reward scroll on a small hut located at the base of a dangerous path to activate the treacherous path challenge. A woman requests your guidance as she moves through three dangerous segments; she's making an attempt to bring her brother a healing potion that will cure his disease. Since you're doing a lot of picking up and throwing, it's best to have influence in the area. Thus, you'll need to have acquired the Aztec village on the hill before attempting this challenge.

The first leg of the treacherous path contains dangerous wolves. Your good conscience will alert you of the upcoming danger, but you can anticipate this move by peering ahead on the path and locating the sleeping wolves. Grab each wolf and toss it over the hill and out of the path. If you wait until you're told about the wolves, they'll charge the woman--and you'll have to grab speeding, hungry wolves instead of peaceful, sleeping wolves.

After you toss the wolves, don't wait for the woman--keep peering ahead! The next section (after a right turn) contains thick lines of trees along both sides of the path. When the woman gets close to this area, some of the trees will catch fire and will harm the woman if she gets close.

Anticipate this by uprooting all the trees and bushes and tossing them over the hill. You may not be able to get all the trees and bushes, but you can get most of them. At worst, try to uproot enough trees and bushes to prevent tight clumps. The fire spreads quickly in these clumps. Once the woman arrives where the fires started, begin uprooting the flaming trees and bushes as quickly as possible. Dump them over the hill and out of the way.

The final stretch may differ slightly depending on what has happened on the land so far. If your creature ran across another ogre (not Sleg) and you found and defeated him, the final stretch of the treacherous path will be simple. If not, you'll have to toss some sheep! The noisy sheep can wake up the ogre,



who will notice the woman. Zoom in close to the ground, locate the sheep, and hurl them away as quickly as possible.



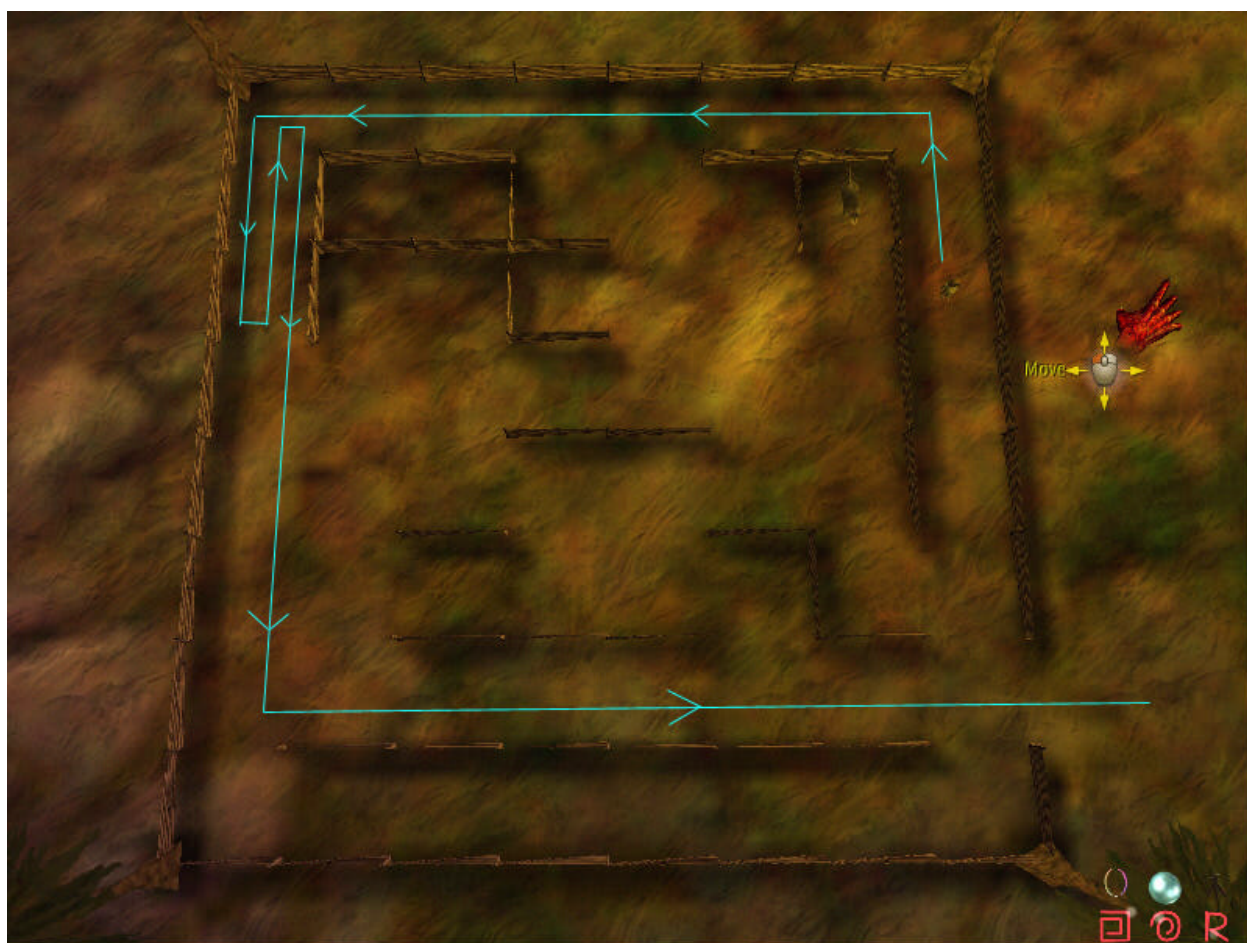
Escort the frightened woman through the dangerous path.

The woman will reach the village and offer the healing potion for her brother. Unfortunately, in the retail version of Black & White, the challenge can't be completed successfully--each time you arrive, she's out of healing potions. You should have three tries, but it plays the first try as if it's already too late. Once patched, the challenge should work correctly. The eventual reward for the challenge is great--the wolf creature is unlocked.



Silver Reward Scroll #3: The Creature Breeder

Spot a silver reward scroll over a small hut (on a cliff near the coast) to locate another creature breeder. He'll offer some unlocked creatures (the same from land one). Lure your creature over to the breeder with the leash if you wish to switch your creature.



Follow this path to solve the second Rescue Thomas puzzle.

Rescue Thomas

Spot a maze on the top of a hill; click on the question mark for the instructions. In Rescue Thomas, you must get Thomas to the exit, avoiding the wolf by





clicking on the ground in the direction you wish Thomas to go. Thomas will move only one square at a time, but the wolf will move two unless he reaches a barrier. The wolf will always head toward Thomas if he can. You may click on Thomas to miss a turn.

The Vortex to Land Five

Land five begins with very little wood--there's very little tree coverage around you, and you won't have access to a wood miracle for quite some time. Take the opportunity to feed the vortex to land five with as much wood as you can come up with. Drop in some villagers, food, and any one-shot miracles scattered around. You'll find wood to be most important, however; spend the time clearing out all the village stores on land four and drop in some of the trees if need be. Don't forget to toss in some artifacts; you'll need them for the tough village conversions that lie ahead.



Chapter 11

Land Five Walk-Through

You've reached the final confrontation with Nemesis. This large land is filled with neutral and enemy-controlled villages (though most are under Nemesis' watchful eye). Once again, your creature is out of commission--Nemesis has put a curse on the poor guy, and you soon learn he's drained of strength, switched to the opposite alignment, and is slowly shrinking. Don't expect much help!

If you completed the Explorers silver reward scroll from land one, you're in better shape--you'll have a second town to raise, so you'll be able to use the followers for miracle power. Also, dumping a bunch of wood into land four's vortex will pay off--there aren't many trees around your start position.

Once ready, start building your starting village. Assign builders to erect homes and necessary civic buildings (village store, workshop, crèche, graveyard) and then switch some to farmers and some males to breeders to start multiplying.

Black & White's final land is a slow process of gaining influence and taking over enemies' villages. You must overcome a lot of Nemesis belief--in one case, around 1,500, and in another, close to 6,000. That's a lot of belief, but you do have some handy items to assist.

1. There's a fireball extreme one-shot miracle dispenser underneath some rocks on the mountain in front of your first village. This spell comes in handy not only for attack purposes but also in converting villages--the sight of five fireballs flying overhead turns those heads in no time! Be very careful around the dispenser, however. Hitting those large rocks above the dispenser can cause a chain reaction that buries the dispenser beneath tons of small rocks. It's unlikely you'll have the time or patience to dig it out. Stockpile the fireballs when you aren't using them; just grab the one-shot each time it appears and place it in your village for safekeeping.



2. Complete the magic dragon silver reward scroll (after converting the Tibetan village underneath the spiritual shield) for a hefty prize: a winged creatures one-shot miracle dispenser. Use these one-shots to gain approximately 100 belief for each use. Just be sure to use them in a crowd; don't waste the one-shot for just a few observers! The miracle takes a long time to recharge. Start stockpiling them as soon as you complete the Magic Dragon quest so that you have plenty when needed.

For more on converting land five's tough villages, check the end of this land five walk-through chapter.

Nemesis' lion creature roams around the center of the map for much of the early game. Expect to encounter him if you move your creature around this area (for instance, when going to the Tibetan village). The lion will aggressively attach its leash to you and hurl fireballs. You may even be required to battle occasionally. After a while, the lion gets more aggressive and starts moving into your other towns. He may kick in the village store or toss a couple of rocks. Keep an eye on him.

You must convert and hold Nemesis' controlled towns and wonders to complete the level. If you let Nemesis regain control of a town, you must reconvert the town and knock down approximately 1,000 belief again. Land five is tough enough; don't compound the difficulty by losing towns! Monitor belief closely and cast some friendly miracles, donate some resources, and otherwise keep them pleased (or scared out of their minds) to ensure high belief.

Silver Reward Scroll #1: The Explorers Again

If you completed the Explorers quest from land one in a nice, friendly fashion (you supplied, wood, grain, and meat, and they sailed off successfully), they return with their reward in land five. You'll spot the silver reward scroll inside



their boat just off the shoreline. Click on the silver reward scroll to listen to the explorers' new tale.

As a reward, the explorers offer a new unlocked creature, the polar bear, as well as another town. Use this town as a breeding center. You can then take the followers and place them in whichever village you wish. Don't fret if you lose this village late in the game; it's not vital to complete land five. Instead, concentrate on your main village with the temple and the other Nemesis villages you capture, which contain wonders.

Silver Reward Scroll #2: Stanley the Wolf

Stanley the wolf needs your help! He's hungry and he needs to be led to his food, the tasty sheep. To guide Stanley to the sheep, just ring one of the four bells positioned around the maze--he'll move in the direction of the sound.

To successfully guide Stanley to his dinner, ring the following bells in order. Face the puzzle so that Stanley begins on the right and you're facing the maze with the signpost with the question mark at the bottom of the screen:

1. Bottom Bell
2. Right Bell
3. Top Bell
4. Left Bell
5. Top Bell
6. Left Bell
7. Bottom Bell
8. Right Bell

It's an easy challenge with a great reward. Guiding Stanley to his sheep dinner rewards you with a new unlocked creature--the mighty lion!

The Shield Protecting the Tibetan Village

The close Tibetan village offers an inviting first target--its low belief shouldn't be too hard to convert with your creature or a few fireball extreme one-shots.





But before you can even attempt to convert, Nemesis realizes the village's worth and erects a spiritual shield to protect the village from your influence. Thankfully, removing the spiritual shield isn't much of a problem.

You'll notice three stones that focus power to the shield. To lower the shield, you must eliminate the dancing Nemesis follower around each stone--and you don't need influence, just your creature! Guide your creature to each stone and dancer. Command your creature to pick up the dancer (focus the creature on the dancer) and then command it to drop the dancer elsewhere (or even toss him or eat him). Remove all three dancers to remove the spiritual shield.

Leash your creature to the village's store to start conversion. Assist with some fireball extreme miracles. If your creature has been taunting village store and healing spells, it shouldn't take too long.



Destroy the spiritual shield by removing the dancing followers.





Silver Reward Scroll #3: The Magic Dragon

Capturing the Tibetan village allows completion of the silver reward scroll located at a nearby mine entrance (you can activate the scroll before capturing the village, but you won't have the influence to complete the task). Activate the scroll and listen to the mighty dragon hunters' tale. They wish to fight a dragon inside the cave but require some assistance.



Light the pyre with a fireball spell to usher the hunters inside the dragon cave.



First, the hunters need healing. Use a heal miracle one-shot or cast one from one of your worship sites (you may need to add worshipers to generate the prayer power). Once the hunters are healed, they're nearly ready to take on the dragon and reveal more of their plan. They plan to fill the mine with smoke to blind the dragon; the dragon won't be able to see their impending attack!

The hunters need you to ignite the pyre at the mine entrance. Do this with a fireball spell. Gesture a fireball spell (or use a fireball miracle one-shot) and toss the spell at the pyre at close range (don't risk igniting the hunters!). The flame ignites the pyre and fills the mine with smoke. The hunters rush in.

Follow the hunters' progress by listening at each blowhole. You must listen to the hunters for the challenge to complete. After listening to the action, zoom over to the mine exit and listen to the victorious hunters. As a reward, they offer the treasure inside--a winged creatures miracle dispenser, an essential item for converting the tough villages on land five. The dispenser takes a while to recharge. Pull off winged creature one-shots and stockpile them for use later.

Silver Reward Scroll #4: Swap to Brown Bear

Once you convert the small Japanese village near the coast (the same coast as the explorers), a silver reward scroll appears over an inhabitant's hut. Activate the silver scroll to learn of a terrible stench plaguing the village. Apparently, someone forgot to clean up some bear poop in the forest!

Searching for poop isn't a glamorous job, but someone has to do it. Zoom close to the ground and scan the forest for poop. You may wish to clear out some of the trees first; deposit the trees inside the village store. If you're having trouble spotting the small poop, turn up your volume and listen for the flies, which surround each piece of poop. Hone in on the buzzing to locate the poop. Pick up the poop and toss it in the water.



Complete the challenge, and you're offered a new, unlocked creature! It's the brown bear. Guide your creature to the brown bear by using the leash and switch creatures if you want.

Silver Reward Scroll #5: The Informant

After converting the Japanese village, you'll have access to this silver reward scroll, which appears only at night. You'll find the scroll above a small campfire in the forest (or what was left of the forest if you uprooted trees while searching for poop or for wood). Activate the silver scroll, and you'll receive some important information from a helpful follower.



Use every means available to convert land five's tough towns.



The first night, the informant tells you that a spiritual curse infects your creature. He shows you the wonder that's draining your creature's strength. Return a second night and learn that another curse affects your creature's alignment--it's opposite of your alignment. The informant also reveals the wonder that controls your creature's alignment. Finally, on the third night, the informant reveals that your creature is slowly shrinking into nothingness. He closes the discussion, revealing the wonder that's causing the problem.

Meteor Shower

Soon after you convert land five's central and very important village, the Greek village (which contains the wood miracle at its worship site), bad luck rears its ugly head in the form of a meteor shower--emphasis on the word "shower." It's a nasty predicament that will nearly level the Greek village.

As soon as you convert the Greek village, make sure you have worshippers with the water spell at a worship site. The bad conscience gives the warning of the impending meteors. You have a few alternatives. You can attempt to catch them as they come in, which is very difficult. If they crash, ignore the damage they're doing to your buildings and concentrate on putting out the fires by using the water spell. Remember, you'll have nearly unlimited wood once the meteor shower ends.

Don't fret--the meteor shower does end eventually, and it won't rear its ugly head again. Start making repairs to the village by sending remaining villagers to the worship site and then cast the wood miracle--use it over and over again to stockpile wood in the Greek's village store. Once done, get breeding so that you fill up those houses, and don't risk losing the village to everyone dying out.

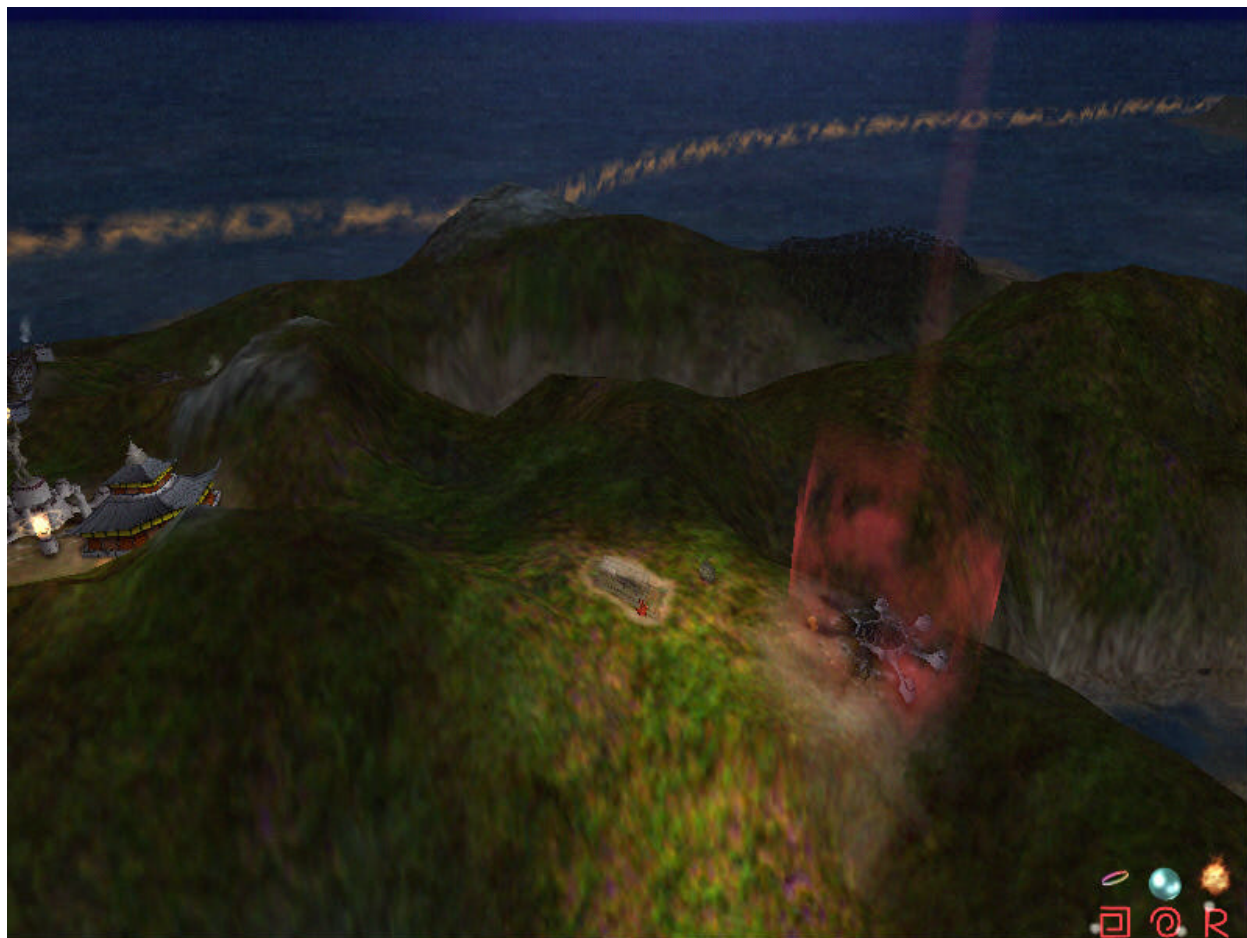
Converting Land Five's Tough Villages

Overturning 6,000 belief is a daunting task--even 1,500 belief can be a challenge! Here are some tips on converting the tough villages you'll encounter during land five.

1. Don't forget the village center drop if you need to expand your influence. Construct five scaffolds and combine them. Move your hand just outside



your influence (as far as possible) and drop the village center to begin a new town. You'll need to use this technique when conquering the last few villages (including the last well guarded by those megablasts).



This village center's influence should expand once it's built--close enough to start influencing the Nemesis-controlled village on the left.

2. Place the village center down, along with some wood, and assign builders. Give them homes and even a civic building or two. Don't forget to reinforce that village with followers (and get them to breed)--or it may turn into a ghost town upon the inhabitants' deaths. Use the village center drop to spread your influence within range of any enemy village and then use all available means (some listed below) to affect belief. You can also raise your new town's belief (cast heal miracle, drop in



some wood, use a winged creature one-shot, toss over a fireball, etc.) to expand influence. Greater belief equals larger influence.

3. Here's a good combination for scoring some belief: Grab an artifact and toss it over the enemy village a few times (don't toss it out of your influence, though!). Once they're bored, drop it in front of the village center. Wait until the villagers gather around for optimum observation and then toss over some fireballs, fireball extremes, trees, rocks, flaming trees, cows, and whatever else you come across. Then use an ample supply of winged creature miracles.
4. Don't forget the most basic of miracles: heal. Cast the heal miracle on a lot of enemy observers, and you can gain 20 or 30 a pop (and sometimes more).
5. Here's a particularly devious combination: steal the enemy wood out of the wood store. Then use the megablast to annihilate the village's wonder. It'll scramble to rebuild the wonder even though you just stole all its wood. Replace it with a wood miracle or a hefty handful of 20,000, and that'll make the village happy and impressed. Once the villagers have the wonder almost up and running, start a fire so that they flee the village. In their absence, steal any wood and nuke the wonder again with a megablast. When they're all watching, replace the wood.
6. Villager stealing: Snatch Nemesis' followers straight out of his villages (after using a village center drop technique to gain influence around Nemesis' towns) and place them elsewhere or in your own villages. Follow up a round of successful captures with some impressive heal, wood, or winged creature miracles to impress your new followers; this compounds your village belief, which increases your influence. This might be seen as an evil tactic, however.
7. Even more evil: Instead of converting the villages, just level them. Take them out with fireballs, megablasts, and every other means possible. Taking out the entire town and every villager within places the belief at nothing. A missionary or two can then convert the town to your side. Getting rid of all villagers can be a challenge, though; Nemesis usually has a bunch of them at the worship site to supply his miracle frenzy.



8. Evil deeds score belief! If you're playing evil or even just occasionally evil, don't forget to use some lightning strikes, burn homes, toss rocks into the workshop, etc. to help belief. If a few pretty birds can't convince them, perhaps igniting their home with a fireball extreme will terrorize them into belief.
9. Use a spiritual shield to cover the village's store and protect it from Nemesis' tinkering.
10. Pick up rocks and drop them on the wonder, village center, or other buildings. You'll get belief for smashing the buildings with the floating rock--and even more belief for supplying the wood required to fix the buildings.
11. Strike the villagers with lightning and terrorize them. Then be a nice god and heal their wounds!

Final Creature Battle

Acquiring all the villages is only the first step--you must defeat Nemesis' creature in a final creature fight. Nemesis mixes things up by creating an exact mirror of your own creature. Furthermore, Nemesis' creature is well versed in spellcasting; expect to be attacked with a fireball spell as well as watch your mirror cast heal. Your creature should possess an array of offensive spells by now (fireball works well) as well as creature power-ups, like strength or holy flies.

You must survive a few heals from Nemesis; his creature will heal itself several times. Continue to punch away and cast fireball, power-ups, and the special move as needed. Don't forget to heal your own creature to keep up with Nemesis' own heals. Eventually, Nemesis' creature will stop healing itself so that you can make your move. Finish him off and reach the final segment of the game.

Do you let Nemesis survive so that he can conquer another land or do you unite the creed (your creature contains the creed) at the volcano and rid the land of Nemesis for good--but risk your creature's death? Lure your creature



to the volcano with the leash to complete the last portion of the game. The creed destroys Nemesis' temple (though you could have destroyed it before with a few megablast miracles) and banishes him from the land--you're the one true god!